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NUMBER 89

December, 1996
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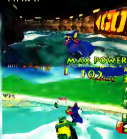
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ELECTRONIC GAMING MONTHLY

By Ed Semrad

As we begin this holiday season, the biggest question we hear from our readers is: With all the new systems out, which one should I buy? A reasonable request, and something we hear every year at this time. Of course, many of the answers can be obtained from the 1997 EGM Buyer's Guide which is out on newsstands now. In that issue our review crew did a lot of the basic homework for you—they evaluated and rated all the new systems.

Still, just because of the volatile nature of our industry, there are a lot of rumors floating around. Most of them are just speculation, disguised with a few assumptions.

One of the best rumors is the fact that the PlayStation is going down in price. This is not unreasonable, since it has been dropping over the last year. But in this case, Sony executives have stated that there is no reason to lower it further. They are number one with the best software library and the best reputation. And the systems are selling at a record pace. They admit that Nintendo sold out quickly, but then so did the Sega CD. Bottom line, expect the \$199 price to stick for some time.

Another good rumor is that the Saturn is dead, and Sega is getting out of the hardware business. Again, these are partial truths. While the sales numbers in the U.S. are not keeping up with Sony's, Sega's best season is now, partially because this is the time they bring out all their big software titles, such as Virtua Cop 2, Virtua On, Daytona Champ, Circuit Edition, Mr. Bones etc., all of which are games that you can't play on any other system. Are they getting out of the hardware business? No one knows for sure, but remember, as bleak as it may look in the States, the Saturn is ruling in Europe and is right up there with Sony in Japan. A price drop in the U.S. would increase sales, but nothing appears imminent.

And what about Nintendo? They



Ed tries out Namco's new sequel to Alpine Racer.

certainly made a big splash at launch, but unfortunately, they can't make enough systems fast enough to keep up with the demand. Expect major shortages for quite some time. That's not all that bad, as their software lineup is going to need time before it increases to any sizeable amount. This is nothing new, though, as the launch of the Super NES was done the same way, with very few titles to start. Still, if you find a N64, buy it just to play Mario.

One additional important note. Don't forget to cast your vote for Game of the Year. The official form is in between pages 34 and 35. This year we are changing the way many of the "best of the year" awards are being determined. In the past, the awards were determined by the editors of our magazines and announced in the Buyer's Guide. This year we are waiting for finished copies of all this year's games then merging the readers' top picks in with those of the EGM editors. The results will be published in the March issue of EGM.

Finally, for the first time that I can recall, we have a tie for the Game of the Month. It's not a misprint, both Tomb Raider (PlayStation) and Street Fighter Alpha 2 (Saturn) tied with the highest cumulative score. Also note that our Review Crew Editor's Choice awards have changed from Platinum and Gold to Gold and Silver.

NUMBER 9.12 DECEMBER 1996

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ELECTRONIC GAMING MONTHLY (ISSN #1060-995X) is published monthly by Ziff-Davis Publishing Company, 1201 Highland Ave., Suite 222, Lombard, Illinois 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S. \$24.97 and all other areas \$40.97. Single issue rates: \$4.99. POSTMASTER: For subscription changes, change of address, write to Electronic Gaming Monthly, P.O. Box 65722, Boulder, CO 80529-5722. E-mail: egm@ziffdavis.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff-Davis Publishing Company. © 1996 Ziff-Davis Publishing Company. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff-Davis Publishing Company. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in the magazine are subject to manufacturer's change and the publisher assumes no responsibility for such changes. The Copyright Office Registration number is 145493723 RT.

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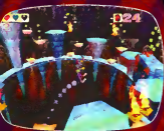
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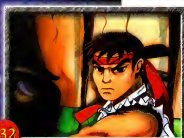
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STREET FIGHTER III

CAPCOM PROVES THAT THEY DO KNOW HOW TO COUNT TO THREE. THE STORY BEGINS ON PAGE 132!

COVER ART BY: ROB SCHAFER

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FEATURES



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GO DEEP IN THE HEART OF TEXAS FOR THE AMOA SHOW

The video gaming stars were big and bright at the AMOA show, and EGM was there to get a glimpse at all the fantastic games that will soon be released. Cruis'n The World, San Francisco Rush, VF3 and Tokyo Wars are sure to delight gaming fiends everywhere. The story begins on page 136!

"Cruis'n The World will wow speed freaks."

EGM PROVIDES HOLIDAY SHOPPERS WITH GAMING TIPS

Having trouble picking out the perfect video games or system for little Johnny or Susie this gift-giving season? Don't fret because in this issue we give some helpful tips that will chase away any buying blues. Find out what would make any gamer this Christmas either smile or cringe. The story begins on page 156!

"...a vast number of entertainment possibilities are opened up."



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16-BITTERS PROVE THEY STILL HAVE SOME GUSTO!

Beware 32- and 64-Bit systems, because the 16-Bitters are alive and well with excellent games such as Street Fighter Alpha 2, NHL '97 and VectorMan 2. That's not all, because the handheld systems also prove they can stand up to the big Bitters. The story begins on page 178!

"The Super NES and Genesis enjoyed a healthy video game market..."

NEXT WAVE




220 SATURN

Kiddies will be hoping that Santa stuffs their Christmas stockings with the cool games soon to be released for the Saturn. In this issue, check out MechWarrior 2, Tomb Raider, Sonic 3D Blast, Toshinden LRA, Virtua Cop 2 and many more.

252 PLAYSTATION

Gamers will be having a blue, blue holiday season if denied Destruction Derby, WipeOut XL, Suikoden, Burning Road and Lomax! Many more games will definitely tantalize players' taste buds this Christmas and into the new year.

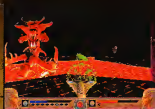
An Egyptian tomb with a golden sarcophagus and hieroglyphs. The scene is dimly lit, with a blue glow on the left and a warm orange glow on the right. The sarcophagus is ornate and stands on a tiered base. The wall behind it is covered in hieroglyphs. A green glowing orb is on the floor to the right of the sarcophagus.

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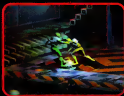
Drop the crystal in an opponent's reactor to drain his Kill-Clock.

The Power-Ups

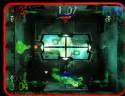
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THE BEST VIDEO GAME NEWS

PRESS
STARTLAUNCH
PUTS N64
ON MAP

Amid A Chaotic Early Release of N64s, Rumors Abound About 32-Bit System Price Drops and N64 Supply Figures

Usually, the mark of a successful video game system launch lies with the number of units sold. That's certainly the case with the Nintendo 64, which unloaded all 350,000 systems initially available in just three days after the Sept. 29 launch. But in the case of the N64, the success of its North American launch seems better measured by the number of wild rumors and crazy stories that have cropped up in the days before and after the debut of the 64-Bit system.

The best news for gamers came roughly four days before launch, as retailer after retailer began breaking the official release date and selling N64s the moment they got in stores. (Not surprisingly, the EGM staff ditched work the moment this

news broke.) It proved a case of "Everyone else is selling it, so why can't I?" While Nintendo earlier this year had vowed to ensure retailers would comply with the Sept. 29 date, it surely must have known that some stores would sell early.

In Canada, Nintendo notched up "the biggest one-day sale" in its history, said NCC General Manager Peter MacDougall. He predicted NCC would sell at least 150,000 systems this year.

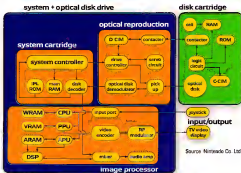
The U.S. launch also revealed the security method used to prevent U.S. systems from playing Japanese games: little notches in the back of N64 cartridges vary from U.S. to Japan—a method similar to the different cart shapes for the Super NES and Super Famicom Systems. At this point, no security chips exist in the cartridges, which

THE BIG STORY

NINTENDO'S OTHER

Road Map to Bulky Drive?

The schematic at right is a block diagram of how the optical disk drive would interact with the system (in this instance, the Super NES). First, the optical disk sends serial data, or "raw bits," into the system. The bits are stored in semiconductors until decoded by the system, then transferred to various processors: CPU for main functions, PPU for picture data and APU for audio data. It would process this data based on the joystick input and send the resulting picture and audio to the TV.



Barring some unforeseen disaster, Nintendo will have given the world the first glimpse of the 64DD, known as the bulky drive, at the Shoshinkai trade show in Japan. As an alternative to the CD-ROMs of 32-Bit systems, the 64DD add-on will plug into the underside of the Nintendo 64. It will use 3.75-inch-wide 64 MB magnetic disks, which unlike CDs, can be written over and offer far faster data transfer times. As a result, the bulky drive will pave the way for user-customized N64 games that aren't hampered by long data load times, Nintendo has said.



So how did the two launch titles fare? Well, the pictures say it all. Sales of Super Mario 64 literally mirrored system sales as an unsurprising one-to-one ratio. PilotWings 64 sales got off the ground but didn't exceed sales of one game sold per four N64s.

contradicts statements made by Nintendo of America officials at the Electronic Entertainment Expo last May. (In fact, a Nintendo rep in August said the company was still considering a chip-based lockout as a

Days it Took to Sell 100,000

224 **Sega Saturn**

91 **PlayStation**

1 **Nintendo 64**

Ahh, the figure Nintendo wants the world to know about: It took the company one day to sell 100,000 U.S. N64 systems, compared to months for its competitors.

Those numbers (which contradict earlier reports from other magazines) may sound impressive, but other factors got lost in the summary. The Saturn's "launch" began with limited national distribution, both systems hit the market at a higher price tag. Still, this figure underscores the overwhelming initial demand for the N64—but it remains to be seen how long Nintendo can sustain that demand.

Sources: Nintendo, NPD Research

possibility even at that late date; in retrospect, that account seems highly suspect.)

In addition, the success of the N64 launch has fueled speculation as to the number of systems that'll actually be available this Christmas. Nintendo has remained coy about the figures, but has said between 300,000 to 600,000 systems will be available between now and Christmas. Some industry officials have cast doubt on those figures, claiming that the "shortage crisis" Nintendo has concocted is nothing more than a brilliant sales play. Fueling such thoughts was a statement from Nintendo of America Chairman Howard Lincoln, who

predicted "U.S. retailers can sell more than 1.5 million units by Christmas, if there is any way to receive that much inventory from Japan."

Speaking of numbers, more rumors abound as to Sony and Sega's reaction to the N64 debut. EGM's online colleagues received reports from various distributors who claimed to "buy 32-bit systems at wholesale prices that would indicate price drops from \$199 to \$179 or \$149. Despite these rumors, both Sony and Sega have made no announcements. Quite the opposite: Sony spurs most of the N64's launch week fanning off rumors of an impending system-price drop. ■



Sega has officially thrown its hat into the price battle arena by juggling its Saturn software retail prices. Notably, the cost of the most expensive games will drop from \$69.99 to \$59.99; some games will sell for as low as \$19.99. The company has also dropped prices of more than 20 games including Parasol Dragon II, Legend of Osis and Clockwork Knight II (above). The price cuts give **Sega** better leverage as it heads into the holidays against **Sony** and **Nintendo**. One ace up **Sega's** sleeve is its Net Link add-on for the Saturn; look in this section for a detailed look at the Net Link's online features.

DISK DRIVE...

Remember that 32-Bit CD-ROM Super NES Add-On? EGM Analyzes How That Vaporware Might Have Shaped the N64's 6400 Design...

While many gamers may perceive the bulky drive peripheral as Nintendo's first stab at an optical-disk-based game system, they are mistaken. In fact, Nintendo's research into such a project began in the 16-Bit era, when it considered a CD-ROM add-on to the Super NES.

That project (which involved Sony) was ultimately shelved by Nintendo; still, the design

research gave the company more than enough ideas to lay the foundation for the N64 bulky drive's design.

To that end, EGM editors have acquired documents recently made public that describe in detail Nintendo's Super NES CD-ROM plans. Not only do these documents show Nintendo's ultimate "vision" of an optical disk system, but they



More info on the first bulky drive game, *Zelda 64*, was expected when the bulky drive debuted in *Shoshinkai* in November.

also reveal design advances that might very well be incorporated into the bulky drive and disks.

(Continued on Page 32)

This story comes from EGM's online pals. For those who couldn't get enough of the *Mortal Kombat* movie soundtrack, **TUT Records** plans to follow it up with a *More Mortal Kombat* CD, filled with additional high-energy tracks. Cuts on this album, from bands such as *God Lives Underwater* and *Septultura*, were recorded exclusively for this project, reps said.

NINTENDO'S OTHER DISK DRIVE...

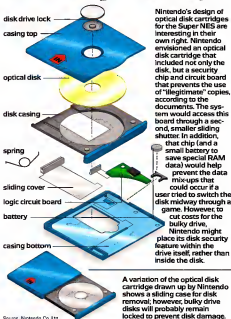
(Continued from Page 27)

■ **Feature No. 1—The Data Shuffler:** It's no secret Nintendo ditched the CD-ROM format because its data transfer rates were too slow. That didn't stop them from trying: For the CD-ROM drive, Nintendo engineers designed a way to speed up data transfer rates through the combination of multiple processors and a data bus selector, which controlled data flow. The selector worked like a floodgate, allowing compressed data from the optical disk to transfer to a dedicated RAM area. Instead of letting the main CPU decode the compressed data, the "floodgate" would close, forcing a specialized faster processor to decompress the disk data instead. Once the data was ready to "ship out," the "floodgate" would open, this time to send the data to the main CPU. A data transfer system like this in the bulky drive would make sense; the RAM expansion pack that'll come with the bulky drive may be used to store compressed serial-bit data streamed directly from the optical disk. This method would put less strain on the N64's main CPU.

■ **Feature No. 2—The Disk Cartridge:** A major concern for the Super NES CD-ROM cartridge, and surely the bulky drive disks, is described in documents as the need to "prevent scratches" from the sliding shutter, as well as ensure that "the shutter is not accidentally

BIG STORY

Nintendo's Original Disk Design



Source: Nintendo Co. Ltd.

opened allowing a user to touch or contaminate the [disk]."

To do this, Nintendo engineers found an ingenious disk design. Unlike 3.5-inch floppy disks, which have metal shutters that are easily opened by hands, the optical disks' shutters are kept between two layers of plastic (see above diagram). The plastic prevents the sliding shut-

ter from scratching the optical disk. Since the shutter is housed within the plastic case, it prevents accidental openings that could allow dirt to get inside.

Of course, how much or how little Nintendo applies its Super NES CD-ROM ideas to its bulky drive peripheral still remains to be seen. Look for more bulky drive details in a future EGM. ■

It's been long rumored that **Crystal Dynamics** sought a switch from publisher to developer, but only recently has the company made details of that switch publicly available. The company will adapt a "studio model" meaning that it will develop and market its own games, but leave the distribution to other companies, said CEO Ted Ardell. The news directly affects two of the company's eagerly awaited titles: *Pandemonium!* and *Legacy of Kain*. For *Pandemonium!*, a classic platform game with 3-D graphics, **Crystal Dynamics** has picked software giant **Electronic Arts** to distribute the game throughout North America. For the dark adventure game *Legacy of Kain*, the company signed a deal with **Activision** for distribution of not only that game, but also a possible sequel. Both games are expected to ship by Christmas.

Acclaim News, Part One: The massive restructuring at the company has hit the highest level, with Jim DeRose taking the helm as the company's president and chief operating officer of the company's North American division. DeRose will help solidify the company's top management positions, which underwent major changes when company president Robert Holmes stepped down as president and CEO. Holmes will continue to work with **Acclaim** as a consultant, according to a company statement.

PREVIEW

NAKI CUTS ITS CORDS

Wireless Arcade Sticks Hit PlayStation, Saturn

A wireless arcade-style joystick for 32-bit gamers has finally hit the scene, courtesy of peripheral maker Naki International. Both the PS Wireless Joystick and the SS Wireless Joystick have an eight-button layout, as well as Slow-motion and Turbo Fire controls.

These joysticks send infrared signals to the system via a plug-in module (which doesn't



interfere with the memory card slot in the PlayStation version). Four AA batteries can power the joystick for up to 40 hours. Instead of an on/off switch, the joysticks automatically turn off after 140 seconds of inactivity to prevent battery drain.

Each joystick will retail for \$69.99 and should currently be available in stores. ■

Each joystick will retail for \$69.99 and should currently be available in stores. ■

STUFF IT.



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MIDWAY Williams

ARCADIE'S GREATEST HITS
OPEN ALL NIGHT. NO QUARTERS NEEDED.

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It was exactly one year ago when **EGM** first brought word of the R-Zone from **Tiger Electronics**, a lightweight LCD game system with plug-in cartridges. Its selling hook? The R-Zone projected the LCD image onto a specially coated screen, so it looked as if that the game "floated" in 3-D space. Well, **Tiger** has branched out from its initial head-set model, and created new systems such as the \$29.99 Super Screen (above), which magnifies the game image. Another variant, the Data Zone, combines the game system with a data organizer. All systems can use the same R-Zone cartridges; new titles include Battle Arena Toshinden, Area 51 and Road Rash.

SCEA has named Philip R. Harrison the new vice president of third-party relations and research and development, according to a company statement. He becomes a vital link in **SCEA's** hierarchy. Harrison will be in charge of managing relations with third-party developers and publishers. He'll also help find new technologies relevant for the PS. Harrison has a stellar track record with the company; after all, he was the man who single-handedly founded **Sony's** video game business in Europe.

Net Link Web Browser: The Commands...

■ **Menu Bar:** Shows the title of the Web page and a field in which you can type in addresses. The bar is translucent, so the whole screen can be used to view a page.



- **Connect:** Activates 28.8 Kbps modem.
- **Options:** Sets up user preferences.
- **Bookmarks:** User list of hot Web site links.
- **Address:** User list of e-mail addresses.
- **Mail:** A link to the mail retrieval page.
- **About:** Learn who created the software.
- **Images:** Turns auto image load on/off.
- **Reload:** Reloads the current page.
- **Help:** Sends user to an online manual.
- **Search:** Find sites with Excite's service.
- **Home:** Brings user back to Sega City.
- **Forward:** Goes to the next Web page.
- **Back:** Goes to the previous Web page.
- **Stop:** Stops loading the Web page.

NAVIGATING THE NET LINK

The last EGM[®] previewed the Sega Saturn Net Link (right), the first-ever video game peripheral that lets gamers access the Internet for e-mail, online chats, Web surfing—and maybe network gaming in the future. Now, EGM puts an early version of its Web browser through its paces to see what it can accomplish.



■ **Hot Links:** For now, the U.S. Net Link can't save Web pages or downloaded sounds on disk. Still, it can save a list of e-mail addresses and bookmarks that can be changed by the user.



■ **E-Mail:** Send mail, read mail and reply. The mail feature puts you in touch with anyone with an e-mail address worldwide.



■ **Sega City:** While you can type on an on-screen keyboard with the controller, users are better off with Sega's adapter that lets you use any PC keyboard with a PS/2 port. Sega will also sell its own keyboard and mouse.



■ **Customize:** The menu bar and sound effects can be customized to fit the user's personal tastes (above). Sega has allied with Concentric Networks for inexpensive Internet access; however, users can change their network preferences to use a different ISP if they want.



■ **Magnifying Glass:** How to address the problem of putting high-res images on a low-res TV: have a zoom-in feature. Press the C button to magnify the screen 2x, 3x or 4x to examine text or graphics like the Net Link home base, Sega City (above).

Speaking of the Internet...

EGM and its sister video game mags—**EGM**, **PSX**, **Intelligent Gamer** and **Cyber Sports**—are merging with one of the hottest gaming spots on the Internet to form a gaming mega-site dubbed **VideoGameSpot**. Run by the same high-tech crew that runs **GameSpot** for PC gamers, **VideoGameSpot** will feature the most up-to-the-minute info on next-generation systems and games, plus exclusive content straight from the editors of **EGM**. The site should be up and running by the time you read this, at www.videogamespot.com.



■ **Pictures and Sounds:** The Net Link can download pictures and sounds up to approximately 400 KB. For sounds (WAV, AIFF or AU formats), the Net Link pops up a sound file window to play it (above). The Net Link can view most GIF, JPEG and XDM image files.

IT THINKS.



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Hell hath no fury like **Sony** scorned: The company's Interactive Entertainment division has let loose its lawyers on companies allegedly "selling counterfeit and gray market PlayStation games," according to a statement. **Sony** filed several federal lawsuits against companies that have sold "mod chips." These chips, when installed in a PlayStation system, override the software security measures to let gamers play import and counterfeit games. The company contends these devices infringe on copyright and trademark laws owned by **Sony**. In addition, the company has levied suits against two companies, Super Collector and Video Games Plus, that allege that they sold and distributed counterfeit games in the United States. The companies allegedly sold these games via the Internet, e-mail and the U.S. Mail, according to **Sony**. "We hope this suit sends a clear message that **Sony** will not tolerate illegal actions as they relate to our products and that we will vigorously prosecute all infringements to the greatest extent of the law," said SCEA's Riley Russell, director of legal and business affairs. "We will go to any length to protect the integrity of our products." The company urges gamers who suspect they have bought a counterfeit PS game—especially CDs without the black color underneath—to call **Sony's** customer service line at (800) 345-7669.

TWIST AND SHOUT



A top view of Sankyo's PS pachinko peripheral. Twisting the knob shoots balls up through the 'virtual machine.'

Every once in a while, a company rolls out a peripheral that's just too wacky to escape notice, such as Sankyo's Real Pachinko Simulator. EGM had long known about this bright blue PS peripheral, which has been on sale in Japan for a while. However, the sheer novelty of the item eluded us until the staff got its hands

on one of the simulators. While the game of pachinko may not ring a bell with many U.S. gamers, it's all the rage in Japan. One pachinko maker says the industry grosses more than \$180 million per year.

The PS game bundled with the PS-simulator, *Victory Zone 2*, plays like the real thing. The goal is to snap steel balls up a circular ramp and try to guide them through certain slots created by walls of nails driven into the panel. The blue knob on the PS peripheral duplicates the role of the knob used to launch balls in actual machines. *Victory Zone 2* comes with 14 pachinko boards; most are actual replicas, other strange designs are based on PS games. It's highly doubtful this peripheral will ever reach U.S. shores; still, die-hard pachinko fans may have no qualms shelling out \$8,000 (about \$80 U.S.) to order it from an import dealer. ■



The virtual pachinko machines included on *Victory Zone 2* (the CD packed in with the peripheral) include **Sony** "originals" like *Arc the Lad* (above) and *Jumping Flash!*



Advertising for video games is everywhere. Just leaf through this magazine. Advertising in video games, however, is a whole different matter.

PLACE YOUR AD HERE



In **Sony's** futuristic water racing game *Jet Moto*, ads selling everything from candy bars to soft drinks line the sides of some tracks.

Advertising has long played a role in video game development. Product spokesmen from Spot to Chester Cheetah have landed starring roles in 16-Bit video games. In addition, numerous companies have linked product promotions to their games—notably in sports titles.

However, the 32-Bit standard has brought new technology to the board—and new possibilities for advertising in video games.

Two recent titles offer a glimpse into how ads could find solace in video games. The first comes from the Japanese version of *Fighting Vipers*; a soft-drink mascot from TV ads, Popsiman, is a hidden character in the Sega Saturn game (although it's reported he won't be in the U.S. version). **Sony's** *Jet Moto* has also made ads a part of that game. ■



Jet Moto even has teams with real-life sponsors, including **Mountain Dew** (above) and **Butterfinger**:

In Japan, Popsiman isn't just in a TV ad, he's also in **Sega's** *Fighting Vipers*.



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G
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PRESS START

Last month, **BMC Interactive** was busy as a bee; this month, it's still making a buzz. The video game publisher has inked a publishing deal with **BLAM!**, a software developer (not to be confused with the cheesy special effect from the *Batman* TV show). The core of **BLAM!**'s development team includes former **Crystal Dynamics** employees who created games such as *Total Eclipse* and *Off World Interceptor*, to name a few. The developer's first title is a PlayStation 3-D action/adventure game that draws its inspiration from the *Legend of Zelda* games, **BLAM!** reps say. This game is slated for a 1998 release. For more info on **BLAM!**, check out the developer's Web site at <http://www.blam.com>.

Acclaim News, Part Two: A one-year pact between the company and **Ocean** means **Acclaim** will publish and market Ocean's video games in North America. First on the "to do" list is *Tunnel B1*, a first-person combat game that made a strong showing at the Electronic Entertainment Expo in early May. *Tunnel B1* should be out in stores now for the PlayStation and Saturn. **Ocean** apparently decided to ditch its publishing duties to "remain concentrated on developing" new titles at its European and U.S. sites, said company chairman David Ward.

The clear plastic may only be for show, but it gives the SharkPad Pro a truly funky look.



N64 PAD A SIGHT TO SEE

InterAct Accessories Takes N64 Controller Design A Step Further

Whenever a revolutionary controller design comes out, as in the case of the Nintendo 64, it's always interesting to see how peripheral makers will react. What will they try to improve on? How will they depart from the original design?

InterAct Accessories is the first company to tackle these questions as it debuts the SharkPad Pro, a remarkably sturdy controller that offers all the features of Nintendo's design, but with several twists. *EGM* tested out the pad with *Super Mario 64* and *Wayne Gretzky 3D Hockey*.

Two features are readily apparent the moment you first grip this pad. It's got a clear blue-toned casing (which looks spiffy) and a thicker, meatier grip compared to Nintendo's pad. This pad also has buttons for slow motion and auto fire.

The SharkPad Pro copies the Nintendo's pad button layout exactly but with a few twists. The SharkPad's D-pad is fully circular and fully raised.

The SharkPad's top shift buttons are pressed down from the inside edge. This is more fingertip-friendly than the Nintendo's shift buttons, which are pressed from the outside edges.

As for the analog stick, the SharkPad has a metal-shafted stick that's far stronger compared to the Nintendo pads.

The only detraction from an otherwise excellent design is the Z button, which didn't feel as "clicky" as it could be. Also, the

D-pad and analog stick felt a shade stiff, but that's probably because the test copy was brand-spankin' new. Once the SharkPad's broken in, that shouldn't be a problem. ■

SharkPad Pro
\$24.95 (msrp)
Available now

bet **Plastic**
+ far more durable analog stick
+ better placement of top shift buttons
+ thick plastic can withstand heavy abuse
+ long arc cord

Missus
- Z-trigger not as springy
- stiff D-pad

It's Like Deja Vu...All Over Again?!

Relax, relax: You're not seeing double. At night is a variation of InterAct's SharkPad Pro controller (note the clear program button just above the red start button).

Dubbed the Hammerhead, this N64 controller can do everything the SharkPad can, but it also has programming features. All five fire buttons can be

programmed in conjunction with the D-Pad. A special memory chip will save programmed data when the N64 is turned off. No price has been set for the Hammerhead.

LOOK OUT FOR DVD

Forget the age-old debate about cartridges versus compact discs. The next big war facing gamers could be between DVDs and CD-ROM software.

A report released by SIMBA Information states DVD will begin muscling in on CD-ROM's turf as early as 1997.

While the report indicates CD-ROM sales will still grow from the \$2.56 billion figure posted in 1996, DVD-ROM products will also make small but significant inroads in the optical disk market, with sales hitting \$35 million in 1997 and reaching \$100 million by 1999.

While no video game maker has yet headed at using the DVD format, it offers larger data storage capability and improved audio/video quality. That makes the DVD a likely successor to the CD-ROM in the future—but only once DVD production costs fall.

The study also made mention of another growing trend: hybrid CD-ROMs with related internet content. Look for companies such as Sega (with its Saturn Net Link) to exploit this trend in future titles. ■

This continues a series of stories that highlight emerging technologies and their possible effects on video gaming's future.





You blasted your way through an onslaught of undead marines and

hell-spawned hordes in Doom, Ultimate Doom and

Doom II. Now you can **EM** retire, right? Wrong.

Seems flesh-eating mutants have the mortality rate of a cockroach and are

alive and kicking in Final Doom—the last of the **EM** legendary Doom products.

It's two new 32-level episodes complete with

new stories (Evolution & The Plutonia Experiment),

new frighteningly realistic graphics and new pulse-

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THEY JUST TURN INTO
BLOODTHIRSTY

MUTANT ZOMBIES

5.56



FINAL DOOM

End of story.

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she came on
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SPOT

GOES TO HOLLYWOOD



Pirates, piranhas, monsters and mutants. SPOT's somehow managed to land himself in a world made of movies. Even his agent can't help him now. Can you? In the movie-spoof worlds of classic blockbusters, westerns, Kung Fu, UFO's and a whole bunch more, the player's job is simple: keep SPOT alive long enough for him to "do" lunch. Not become lunch.

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- **Zelda 64 looking good!**
- **Bomberman Explosion!**

...Ho, ho ho my Quarterfriends! 'Tis I the Q-Meister and it is the season to be jolly. The QMann has a bag full of glad tidings and plenty of other goodies for you to peruse this month. This month I plan to deck the halls with insider info and ring in the New Year with a big bag of gaming gossip. I have some great yuletide info as the console wars of '97 are about to begin. While gamers are about to stick a fork in the Saturn, Sony has a huge lead with the PlayStation. Nintendo isn't doing as well as they had anticipated. But wait until next year when the Q predicts there will be plenty of hot new titles for the Nintendo 64. With the M2 on the horizon, next year will be the greatest year ever for console gaming fanatics...

...Gaming pundits have been speculating for months that Sony will indeed drop the price of the PlayStation sometime this holiday season to \$149 or lower. All the while, Sega has been busy manufacturing a newly configured Saturn unit for the North American market. My Q-spies are suggesting that Sega has already begun selling Saturn units for \$149 to some of their key accounts. When, or if, these key accounts will pass on these savings to consumers is anyone's guess. The price war rumors are starting to once again rumble across the gaming landscape and my BS meter has moved past the rubber boot to the hip wader icon and I'm ready to break out my anorak. You can bet if there is any movement on price from Sega or Sony, Nintendo will follow suit. The Nintendo folks are still a little steamed about Sony's Crash Goes to Seattle commercial that has been running on ESPN, ABC and FOX that sees Crash invade the Nintendo parking lot in Seattle and call Mario out for a fight. Nintendo is currently working on a new third-party developer strategy that will entice new companies into wanting to make games for the Nintendo 64. Right now the cost of goods is \$33 per cartridge and the minimum order is 100,000, so the minimum investment without the cost of developing the game is \$3,300,000--and that's a lot of lettuce.

...Nintendo has had some closed-door discussions with Namco about bringing out a version of Tekken 3 for the Nintendo 64. My Q-spies are reporting that Tekken 3 is close to 60 percent complete. The game will have less characters and it will use Namco's new system 33 hardware. Some are even speculating that Namco may bring out Tekken 3 exclusively for the Nintendo 64. Namco's position is, they will use the hardware that will make their games look and play better than their arcade arch nemesis Sega.

...MK4 may be a 3-D game according to my Q-sources. The gameplay elements are being remade from the ground up. Some are suggesting a new innovation to take place in a similar way that the RUN button changed the game in Mortal Kombat 3. We do know that Rayden and Scorpion are playable for sure, as well as Sonya Blade. The Mortal Kombat creators are excited to see how these characters will look in 3-D. MK4 will apparently run on the Obsidian system using a modified Voodoo chipset and has the capability of pushing through over 1 million texture-mapped polygons per second.

...Explosive news out of the Hudson Soft camp is sure to ignite some attention: The Bomberman saga continues as Hudson Soft has set up shop in Washington and is ready to get back into the gaming business. Early reports from my Q-spies indicate that several versions of Bomberman are in development, including a version for the Sony PlayStation and a version for the Nintendo 64, which has been confirmed for release sometime in the middle of 1997. The Saturn version that was recently released in Japan could be coming to the United States. A totally new version is being worked on for the PlayStation and a potential compilation of Bomerbermans one through three could be making its rounds on the Game Boy. Hudson Soft may reincarnate Bonk for the Sony PlayStation.

...Psygnosis' ongoing fallout with Sony may send the high-profile gaming company to develop games for the Nintendo 64. Early in the month, the word on the street was that Acclaim was planning on buying Psygnosis. Then the walls came tumbling down and Robert Holmes and Sam Goldberg, two of the most well-respected executives in the gaming industry, walked or were shown the door at Acclaim along with 80 of their closest friends. Now the buzz is suggesting that Nintendo is having talks with Sony about acquiring Psygnosis. No matter what happens, the Sony-Psygnosis relationship is very volatile and Psygnosis has some top-quality properties that would help a number of companies' bottom lines.

...Street Fighter III will definitely show up on the M2 next year. Capcom is also bringing out X-Men vs. Street Fighter for the Saturn. No PlayStation version is planned at this time because the PlayStation doesn't have enough RAM to do the game justice according to our sources. Bandal is one of the newest N64 licensees and they are considering developing a 64DD game. In other news, Zelda 64 is said to be even more impressive graphically than Mario and Zelda 64 will be Nintendo's big game for the first half of 1997. That said, Square is frantically working on the translation of Final Fantasy VII for the PlayStation. The game will be three disks and not two, as originally announced. North American gamers can get a sneak peek of Final Fantasy VII if they purchase Total No. 1, as there is a playable demo packaged with the game. Merry Christmas to all loyal followers of the Q!

-THE Q

ELECTRONIC GAMING MONTHLY

SEND IN YOUR VOTE FOR EGM'S GAMES OF THE YEAR

For the first time ever, EGM is asking its readers to help determine which games were the best of the best in 1996. Fill out the ballot below and send it in. Your responses—along with the choices of the EGM editors—will determine the award winners. For multiplatform nominees, you may write in which system's version you are voting for.

Game of the Year All Systems

- Die Hard Trilogy (Multiplatform)
- NiGHTS (Saturn)
- Resident Evil (PlayStation)
- Star Wars: Shadows of the Empire (Nintendo 64)
- Street Fighter Alpha 2 (Multiplatform)
- Super Mario 64 (Nintendo 64)
- Tomb Raider (Multiplatform)
- _____

N64 Game of the Year:

- Killer Instinct Gold
- Mortal Kombat Trilogy
- PilotWings 64
- Star Wars: Shadows of the Empire
- Super Mario 64
- Turok: The Dinosaur Hunter
- WaveRoc 64
- _____

PlayStation Game of the Year:

- Crash Bandicoot
- Die Hard Trilogy
- Madden NFL '97
- Resident Evil
- Tekken 2
- Tomb Raider
- WipeOut XL
- _____

Saturn Game of the Year:

- Dragon Force
- Iron Storm
- NiGHTS
- Panzer Dragoon Zwei
- Street Fighter Alpha 2
- Tomb Raider
- World Series Baseball 2
- _____

Super NES Game of the Year:

- Donkey Kong Country 3
- Kirby's Super Star
- Mario RPG
- Tetris Attack
- _____

Genesis Game of the Year:

- Sonic 3D Blast
- Toy Story
- Triple Play Gold Edition
- VectorMan 2
- _____

Neo-Geo Game of the Year:

- King of Fighters '96
- Real Bout Fatal Fury
- Samurai Shodown 3
- Metal Slug
- _____

3DO Game of the Year:

- Star Fighter
- Captain Quazar
- Cannon Fodder
- Shockwave 2
- _____

Hand-held Game of the Year:

- Boku Boku Animal (Game Gear)
- Donkey Kong Land 2 (Game Boy)
- Kirby's Blockball (Game Boy)
- Tetris Attack (Game Boy)
- _____

Adventure Game of the Year:

- Alone in the Dark (Saturn)
- Fade to Black (PlayStation)
- Resident Evil (PlayStation)
- Super Mario 64 (Nintendo 64)
- Tomb Raider (Multiplatform)
- _____

Arcade Game of the Year:

- Area 51
- Crusin' the World
- NBA Hangame
- Street Fighter Alpha 2
- Time Crisis
- _____

CONTINUED ON BACK

Fighting Game of the Year:

- King of Fighters '96 (Neo-Geo)
- Mortal Kombat Trilogy (Multiplatform)
- Street Fighter Alpha 2 (Multiplatform)
- Tekken 2 (PlayStation)
- Tashinden 2 (PlayStation)
- _____

Role-Playing Game of the Year:

- King's Field 2 (PlayStation)
- Legacy of Kain (PlayStation)
- Legend of Oasia (Saturn)
- Shining Wisdom (Saturn)
- Super Mario RPG (Super NES)
- Tecmo's Deception (PlayStation)
- _____

Side-Scrolling Game of the Year:

- Donkey Kong Country 3 (Super NES)
- Earthworm Jim 2 (Multiplatform)
- Guardian Heroes (Saturn)
- Kirby's Super Star (Super NES)
- Clockwork Knight 2 (Saturn)
- _____

Strategy Game of the Year:

- Dragon Force (Saturn)
- Iron Storm (Saturn)
- Sim City 2000 (PlayStation)
- X-Com: UFO Defense (PlayStation)
- Worms (Multiplatform)
- _____

Flying Game of the Year:

- Black Dawn (Multiplatform)
- Boney Dead 6 (PlayStation)
- PilotWings 64 (Nintendo 64)
- Thunderstrike 2 (Multiplatform)
- Wing Arms (Saturn)
- _____

Puzzle Game of the Year:

- Boku Boku Animal (Saturn)
- Bust-A-Move (Multiplatform)
- Kirby's Blackball (Game Boy)
- Tetris Attack (Super NES)
- Tetrisphere (Nintendo 64)
- _____

Action Game of the Year:

- Die Hard Trilogy (Multiplatform)
- Soviet Strike (Multiplatform)
- Star Wars: Shadows of the Empire (Nintendo 64)
- Tomb Raider (Multiplatform)
- Twisted Metal 2 (PlayStation)
- _____

Sports Game of the Year:

- Madden NFL '97 (Multiplatform)
- NFL GameDay '97 (PlayStation)
- NHL Faceoff '97 (PlayStation)
- NHL '97 (Multiplatform)
- WaveRace 64 (Nintendo 64)
- _____

Shooter Game of the Year:

- Alien Trilogy (Multiplatform)
- Final Doom (PlayStation)
- In the Hunt (Multiplatform)
- Panzer Dragoon Zwei (Saturn)
- Turak: The Dinosaur Hunter (Nintendo 64)
- _____

System of the Year:

- Nintendo 64
- PlayStation
- Saturn
- Super Nintendo
- Genesis
- _____

Best Original Concept:

- Black Chamber (Multiplatform)
- Iron and Blood (Multiplatform)
- Psychic Detective (Multiplatform)
- Tecmo's Deception (PlayStation)
- Perfect Weapon (PlayStation)
- _____

Cooliest Mascot:

- Bubay
- Crash Bandicoot
- Earthworm Jim
- Mario
- NIGHTS
- _____

Best Graphics:

- NIGHTS (Saturn)
- Panzer Dragoon Zwei (Saturn)
- Super Mario 64 (Nintendo 64)
- Tomb Raider (Multiplatform)
- WipeOut XL (PlayStation)
- _____

Best Music:

- Loaded (Multiplatform)
- Panzer Dragoon Zwei (Saturn)
- Perfect Weapon (PlayStation)
- Star Wars: Shadows of the Empire (Nintendo 64)
- WipeOut XL (PlayStation)
- _____

Best Peripheral:

- Sony Dual Arcade joystick
- NIGHTS Analog Controller
- Interact's Game Shark
- Fazer Light Gun
- Samsung's GXTV
- _____

All entries must be received by Jan 3, 1997 and results will be printed in the March 1997 issues of EGM and EGM2.

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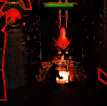
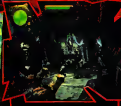


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head games



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PROTOS

Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.



The first Resident Evil game gave PlayStation owners a reason to shout. Blood, gore and a macabre setting that hasn't been duplicated since...well, until now.

Due to hit the PlayStation in the spring of '97 is the sequel, and what a game it's shaping up to be! By looking at the latest screen shots, it's already apparent that this time around, there will be more than just zombies to worry about.

Set in Raccoon City, Leon Kennedy (rookie cop,



investigator extraordinaire) and Elza Walker (a 19-year-old college student) try to get to the bottom of the outbreak of zombie-itis. Chaos and mayhem ensue as the two try to stop the zombies and Umbrella, the organization that genetically created the disease.

Trapped inside Raccoon City's police station, our intrepid heroes slash their way through wave after wave of zombies. Although still



PUBLISHER		SYSTEM	THEME	
Capcom		 PlayStation	Action/Adv.	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
2nd Qtr. '97	1	CD-ROM	N/A	

early, there's a possibility that you can wander around the rest of the city as well. If that's the case, this will be one huge adventure sure to satiate any gamer's thirst for blood.

If Resident Evil 2 is as good as the first, Capcom will have another record-selling hit on their hands. Stay tuned to future issues of EGM for the latest information on what could become the hottest game of '97.

RESIDENT EVIL 2

"...Time Commando could rewrite
the book on fighting games."

— happypuppy.com

"It's 2 a.m. and I'm still playing
Time Commando..."

— GameSpot



Prehistoric



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Feudal Japan



Medieval



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Conquistador



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Modern Wars



Shooters



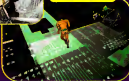
Incredible Environments

Journey through stunning realms as characters are seamlessly integrated with gorgeous pre-rendered backgrounds.

The Future



The Virus



TIME COMMANDO

Check out the demo at <http://www.activision.com> or <http://www.mcafee.com/robobanner> or visit us on America Online at keyword "Activision" or on CompuServe at keyword "Go Activision". Now available on PlayStation® Game Console and MS-DOS/Windows™ 95 CD-ROM.



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PROTOS



Multipayer games have always been more fun than single-player ones. One of the greatest multipayer series of all time is the Bomberman games. Fans of the numerous Bomberman games can begin drooling now as they anticipate the inevitable release of Bomberman for the PlayStation.

Yes, it's true. The game that so many other systems have had the honor of playing host to will soon make a long-overdue appearance on Sony's 32-Bit machine.

But what will it be like? Will it be a traditional Bomberman game with incredible graphics and special effects? Will it be completely 3-D like so many other PlayStation games? So far, all we have seen are these rendered shots, so who can say? One thing is certain: It will rock.

PUBLISHER		SYSTEM	THREME	
Interplay		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '97	1-8	CD-ROM	N/A	

BOMBERMAN

OPEN ICE

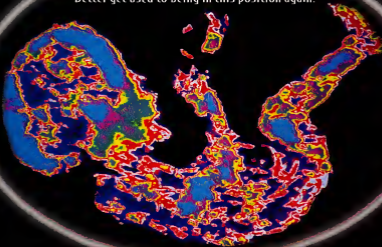
If you were waiting for the thrill of Gretzky but are reluctant to buy an N64, there is still hope for you getting a quality hockey title this year. Even though it doesn't have all the bells and whistles of the N64, Open Ice is a perfect replacement. Many of the same features exist, such as the special effects of burning goals with rocket shots and checking abilities galore. With the optional multi-tap, up to four players can simultaneously play on the ice at the same time. With four-player action and other great features, what more is needed to give PS owners a thrill nearly equal to the celebrity-endorsed title? Hockey junkies who own a PS need only to gather a few friends for this hard-checking experience.



SYSTEM	RELEASE DATE
 PlayStation	November
PUBLISHER	THEME
Williams	Sports
PLAYERS	% COMP
1-4	55%



Better get used to being in this position again.



This is more than Mortal Kombat. This is **ULTIMATE MK3**, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.



You've met your match.



PROTOS



The Castlevania saga hasn't had much attention in the past few years. Since the Super NES got Super Castlevania IV, the series has been all but dormant in the States. Gamers who wanted more of the Belmont family's adventures had to resort to buying the import of Dracula X. That game showed its face on the PC Engine, but it never got quite the attention it rightfully deserved. Konami did release a Super NES version that was regarded as inferior to the PC Engine game.

Putting all that aside, enter the newest chapter in the series titled Dracula X: Symphony of the Night (also known as Castlevania 5).

In the game, you can choose one of four characters, including a

whip-snapping vampire hunter who may just happen to be a member of the Belmont clan. Another playable character is Alucard. He is Dracula's son who first made an appearance in the classic Nintendo Entertainment System game, Castlevania III. There's also a sword-slinging bounty hunter and a peasant girl, all out to shed some of Dracula's blood and rid Castlevania of his reign of terror forever. A new arsenal of weapons including daggers, axes and more are your tools of choice for this deadly mission.

As more information becomes available, EGM will bring it straight to your door. Until that time, get an eyeful of the newest screens of this hot title!



CASTLEVANIA 5

PUBLISHER		SYSTEM	THEME	
Konami		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	COMPLETE
1st Qtr. '97	1	CD-ROM	N/A	

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MONTEZUMAS RETURN

PROTOS



Who wouldn't want to step into the shoes of a great adventurer to try to discover hidden treasures and mysterious artifacts? Soon you will get your chance to do just that in Montezuma's Return for the PlayStation.

Play as Max Montezuma, a descendant of the emperor of an ancient Aztec civilization. You crash land on a tropical island and are soon swept up in a quest to discover the



secrets of your ancestors. You even stumble onto a connection between the Aztecs and an alien race. (C'mon, you knew it was true.)

This one is gonna take full advantage of the PlayStation to bring the world to life. You will encounter a variety of creatures, both friendly and not-so-friendly, in realistic 3-D. There will be over 500 indoor and outdoor scenes and



over 150 lifelike animated 3-D models. Also, the forces of gravity, wind and surface friction will be accurately portrayed.

High adventures is not the only thing to look forward to in Montezuma's Return. There will also be a sense of humor to the game. Expect to see Max get into some wacky situations and funny plot twists.

This one looks like it will be one to watch.

PUBLISHER		SYSTEM	THEME	
Utopia Technologies		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
2nd Qtr. '97	1	CD-ROM	N/A	

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YOU LASTED ABOUT
10 SECONDS.

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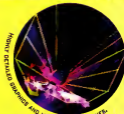
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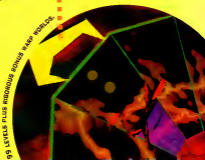
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BATTLESHP[®]



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CD-ROM

PROTOS

NECRODOME



There's nothing more frustrating than driving down the highway and getting stuck behind someone who insists on driving 40 mph. It's times like that when you wish you had some sort of rocket launcher mounted to your car to take them out...or just to politely move them out of your way.

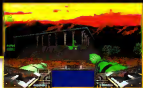
Necrodome for the PlayStation lets you fulfill those violent fantasies in a way that won't get you sent to the big house.

In it, you partake in a sport of the future, where you drive around in your car, blowing up

your competition with the various weapons mounted to your car. Sound like fun? You bet it does.

Now the key is just waiting long enough for this one to hit the shelves while holding back that anger that is perfect for this title.

PUBLISHER		SYSTEM	THEME	
Mindscape		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	COMPLETE
December	1	CD-ROM	N/A	



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CD-ROM
WIN 95

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PROTOS

LAP 2/3

TIME 00'00"00



MARIO KART R

Development on Super Mario Kart R continues to chug along, and *EGM* is finally seeing more info on which of the previous racers will reappear in this much-anticipated title. Our fears that Donkey Kong Jr. had been nixed in favor of Wario have been eased. These late-breaking screen shots clearly show that the big gorilla is still in the race. His presence ought to make a lot of Mario Kart players happy, since the heavy but fast Kong is the racer most veteran drivers choose (no racer except Bowser can match his top speed).

Besides Wario, another new character rumored to be joining the race is a Magikoopa, the wand-wielding villain who starred in nearly every previous Mario adventure. In case you

don't remember Magikoopa, go back and play Yoshi's Island. He's the robed dude who uses his magic to make all the island's Bosses grow to stupendous size.

Besides the superb anti-aliased graphics, Super Mario Kart R boasts a few other improvements over the 16-Bit classic. Many of the game's courses will be similar to those of the original (for instance, there are beehive and Bowser's Castle courses), but now the tracks aren't flat; they cruise over hills and around banked corners. One-player races now fill the entire screen, whereas before only the top half of the screen showed the race while the bottom held a rear view or a track map. But the most noticeable improvement, of course, is the game's Four-player Mode, which splits the screen into fourths. No link cable needed here.



PUBLISHER		SYSTEM	THINGS	
Nintendo		NINTENDO ⁶⁴	Racing/Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr '97	1-4		64-Meg	N/A

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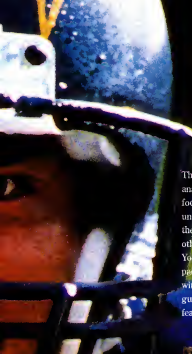
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PlayStation



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YOU AND WHAT ARMY?



PROTOS



D2



Remember the M2? The mysterious add-on for the 3DO that would be sold to Matsushita to become a stand-alone system? For the longest time, all that we saw of it was a racing demo and a fighting game demo. Now we are finally seeing shots from an actual game.

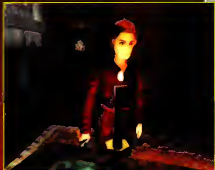
The game is D2, the sequel to the creepy computer-rendered adventure game that originally came out for the 3DO. In the first game, you played the part of a young lady named Laura, who was on a quest to find out what forces caused her father to go mad.

The game was completely rendered and played with a sort of point-and-click interface. It was credited for being a beautiful game to look at and for being rather scary, but it was criticized for being far too short. After all, if you played it properly, you could beat it in less than two hours.

The sequel seems to be taking a cue from the PlayStation hit, *Resident Evil*. It now appears that the characters are comprised of polygons and move about freely in a 3-D environment (the original followed a set course around the world).

No doubt, the makers of D2 will take every chance to make this game longer than the original—that was about the only negative thing that anyone had to say about the game.

You can bet that D2 will be just as scary as the first one; hopefully even scarier. Whenever the M2 decides to come out, expect D2 to appear soon after.



PUBLISHER		SYSTEM	THREAT
Warp		M2	Adventure
RELEASE DATE	PLAYERS	SIZE	COMPLETE
1st Qtr. '97	1	CD-ROM	N/A

VR GOLF TIP 5

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PROTOS

WWS '97



Even though the cold weather has hit, soccer enthusiasts can still enjoy the world's largest sport in the comforts of their own home. Sega World Wide Soccer '97 gives players a great soccer title with the option to play either one- or two-player simultaneous action. Play is fast and really accurate to the actual sport with all the little features included within. These small elements that make it extremely fun are the ways the 3-D action is used to give both players a new perspective of the action during each half of the game. Another feature that is more fun on the screen than it is in practice is the penalties and injuries you can get or cause on other players. Players will snicker when they see the ref come out of the woodwork and flash that insignificant yellow card in a player's face after he's been naughty. And for the pressing team captain, players can even rotate their

defenses and play style to custom tailor their team.

The game style is extremely quick, by allowing the player to control the team member closest to the ball just as if it was an extension of themselves.

To get into WWS '97, players only need to pick their favorite international team and practice up on those slide tackles to remove the ball from the opposition before he puts your sloppy goalie to shame.



PUBLISHER		SYSTEM	THIEME	
Sega			Sports	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1-4	CD-ROM	100%	



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PROTOS

Looking for that action-intense sporting title with a cutting edge that other titles have been afraid to touch? League of Pain is your game. The title is set in the dark future where only the game

exists. It is based in a circular arena with a standard goal in the middle. The two teams of two players, each try to battle for control of the glowing ball/sphere. Their goal is to try to get it into the single hovering goal in the center of the arena before the opposition does. It's simple in concept but a lot harder in practice.



enthusiasm consist of moving spotlight effects, as well as cheering crowds among others.

Another notable feature about League of Pain is the number of teams the players can choose to select as their own. This again helps the diversity of the title reach the favorable side of a wider audience range.

LEAGUE OF PAIN



At this time in its development, the title is still excessively dark. Keep in mind that this is needed to convey the dark and evil competition that this title is based on. The brightest object in the whole arena is the white glowing ball that is the heart of the title. Everything considered, this title works well with the darkness, even though many players' first reactions will be that it is too dim to notice the small details. Little touches in this area that

spark additional

In most games, play must revolve around the rules. In League of Pain, the rules revolve around the game. As soon as the player realizes the evil fundamentals of the title, they will enjoy it that much more.

Pushing, charging and rocketing players across the flat arena floor are just some of the competition involved in this great title.

One ball, one goal and four players battling to be the best—it's the perfect makings of a title with enough intensity to ruin a few friendships. Players need to hold on for just a short time now until this game finally makes its debut in the U.S. market and abroad.



PUBLISHER		SYSTEM		THEME	
Psygnosis				Action/Sports	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
1st Qtr. '97	1-8	PlayStation		CD-ROM	N/A

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PROTOS

score 38500

score 18100

APOCALYPSE

You don't have to battle through Apocalypse's dark, urban landscapes on your own. This Activision shooter pairs players with a computer-controlled, tough-talking partner who will follow your lead and cover your back as you face off against countless enemies. This wingman frequently interacts with the player,



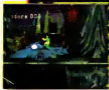
too, thus giving the game an almost "buddy-picture" feel.

The two gun-totin' dudes blast their way through a huge, texture-mapped world of mile-high skyscrapers and futuristic, multilevel ruins. Players will have to leap over chasms, dash across narrow walkways and seek cover behind structures—all the while dodging and blasting bad guys. Fortunately, players can pull off a variety of moves—such as forward and sideways rolls—to evade enemy fire. Ultimately, players will confront and defeat the Four Horsemen of the Apocalypse, who roam the urban landscape while



waiting for their sign to destroy the world.

Apocalypse is being developed by many of the artists, designers and producers of Activision's immensely successful PC games MechWarrior 2 and Spycraft: The Great Game. This epic action game is still early in development, but Activision is already eager to show off its graphics and revolutionary buddy system. If these screen shots are any indication, Apocalypse could be the best shooter of next year.



PUBLISHER		SYSTEM	THEME	
Activision		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr. '97	1	CD-ROM	N/A	

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PROTOS

SPACE JAM

It seems that lately, the Looney Tunes characters have been popping up everywhere. From T-shirts to stuffed animals, there's no escaping from that wascally wabbit and his friends.

In fact, Bugs and company are getting ready to star in a big-screen movie with a slew of big-name basketball stars. The live action/animated movie is titled *Space Jam*, and soon we will be able to relive the high-spirited, hoop high jinks of the movie with the PlayStation game of the same name.



The game plays a bit like *NBA Jam* with the Looney Tunes going up against a team of evil, basketball-playing aliens. *Space Jam* will have all the excitement of a normal b-ball game, but it will also have enough personality and humor to get even the most anti-sports gamer interested.

You might also want to keep a watchful eye on the spectators of the game. If you have especially keen vision, you might notice a few familiar Warner Bros. characters in the crowd cheering on their favorite players.

PUBLISHER
Acclaim

SYSTEM

THEME

RELEASE DATE

PLAYERS



Cartoon Sports

SIZE

COMPLETE

November

1-4

PlayStation

CD-ROM

50%



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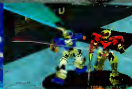
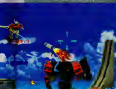


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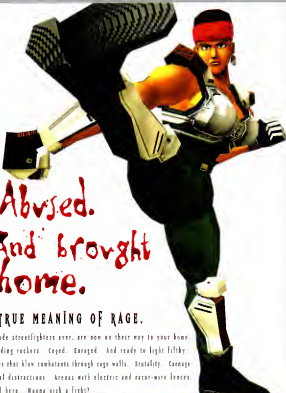


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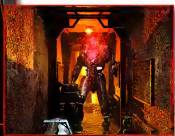
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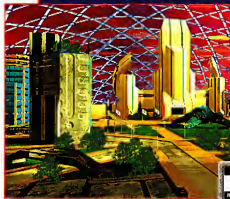
PROTOS

PREVIEWS



THE JOURNEYMAN PROJECT: **PEGASUS PRIME**

The Journeyman Project: Pegasus Prime is a 100 percent reworked version of the original PC graphical adventure. The story is the same—it mainly involves you traveling in time to the past and future. The graphics and gameplay, however, have been given a major overhaul and facelift to show off the awesome power of the Sony PlayStation. You'll see fully animated motion through the different environments, realistic adversaries and new gameplay sequences that the original never had.



PUBLISHER		SYSTEM	THEME	
Acclaim			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
December	1	CD-ROM	N/A	

PROTOS



Fans of the critically acclaimed action/strategy game *Syndicate* should keep an eye out for *Bedlam*. This title, a PC port, has players controlling three members of an elite mercenary team as they wander through cities, docks and factories to blow away rogue robots.

Bedlam is set in the distant future, after mankind has created biomechanical creatures to take care of menial tasks and other time-wasting dirty work. Unfortunately for us, the "bots rebel and kill millions of people, forcing humans into underground shelters and orbital platforms. It is from one of these platforms that players guide a team of mercenaries to rid an entire city of the biomechanical menace.

After the team purchases weapons from the space platform's shop, it's sent into five different areas of the city: the airport, industrial zone, docks, urban area and business district. Each area is viewed from an isometric perspective and is filled with buildings, puzzles and at least 12 different enemy biomech species. The team members can be scattered throughout the area to



accomplish individual objectives, or they can be moved around together to better deal with enemy gangs.

Each team member can carry up to seven weapons selected from an arsenal of several hundred.

Each area is divided into five maps, with one mission per map. Some missions have the team searching for and destroying key installations and doing away with nasty biomechs. But the team will have to do a lot of searching—the areas are enormous.

Each map contains a total of 64 game screens.

As players progress across the landscape, they'll discover hidden tunnels, secret walls, pressure pads and teleporters. They'll also come across power-ups, such as cash to buy weapons, shields and speed boosts.

BEDLAM



PUBLISHER		SYSTEM	THEME
GT Interactive		 PlayStation	Action
RELEASE DATE	PLAYERS		SIZE
November	1	CD-ROM	90%

Don't play one,



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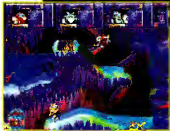
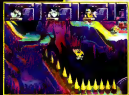
PROTOS

LOST VIKINGS 2

The game playing population has been short of Vikings for too long. Now with a new year dawning upon us, Interplay decided to bring back our three heathen friends in their latest adventure: Norse by Norsewest—The Return of the Lost Vikings. LV2 features two new Vikings to use and abuse: Scorch and Fang. This tattered

band of adventurers has 31 new levels in all to explore in order for them to finish the level with their lives.

If you think you're ready to enjoy the puzzle-solving Norsemen, you can expect to see them on the shelves sometime this Winter. Grab your trusty broadsword and help Oalf and his pals once again through some tough times.



PUBLISHER		SYSTEM	THEME	
Interplay		 PlayStation	Puzzle/Action	
RELEASE DATE	PLAYERS		SIZE	COMPLETE
December	1 or 2	CD-ROM	N/A	



The story behind MDK revolves lightly around streams of energy. These are electrical discharge paths, spanning the universe like an intergalactic freeway. These ballistic freeways allow evil beings known as "Stream Riders" to travel anywhere they please at near infinite speeds. After these beings wreak havoc on Earth, three loyal comrades band together to see what they can do to help humanity. Their names are: Max, Dr. Fluke Hawkins and Kurt

(MDK?). Considering Shiny's reputation for quality products, it already has something many others are lacking. It's no wonder it has grabbed players' attention as much as it did before it even hit the market.



PUBLISHER		SYSTEM	THEME	
Playmates		 PlayStation	Action/Adventure	
RELEASE DATE	PLAYERS		SIZE	COMPLETE
2nd Qtr. '97	1	CD-ROM	N/A	

MDK

PROTOS



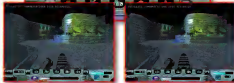
From the people who brought us such first-person masterpieces as Doom and Hexen comes their latest surprise hit, Rebel Moon Rising.

In this game, you are a member of the Lunar Defense Forces who is fighting against an army of rebels living on Earth's colonized moon. It seems that the moon citizens are declaring their independence from Earth and are violently trying to break free. Kind of like an interplanetary civil war.

While it may be a bit heavier on plot than most first-person shooters, expect Rebel Moon Rising to keep the same frantic action that made GT Interactive's other games so popular.

Like most games of this type, you will be fending off the rebels with a variety of futuristic weapons.

REBEL MOON RISING



PUBLISHER

SYSTEM

THEME

GT Interactive

PLAYERS

First-person shooter

RELEASE DATE

PLAYERS

SIZE

COMPLETE

3rd Qtr. '97

1

CD-ROM

N/A

PlayStation

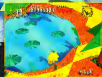
N/A

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PROTOS

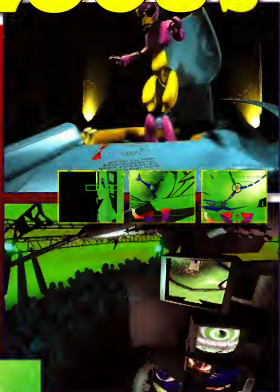
LOCUS

At this time, Locus seems to run similar to the classic title, Descent. The action is based on a competition in an arena where you are in first-person control of your mech from the driver's seat. In this mech, you battle against others in the zero-gravity arena where there is no sense of up or down. This 360-degree arena allows you no limits to where you can and can't go for ultimate game flexibility. It's a different feeling, but a welcome one when gamers are always complaining about titles not being very flexible these days.

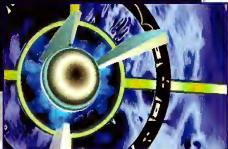
The ship handles with astonishing precision and provides the player with a sharp and clean interface for them to use as they guide their ship through the various obstacles. The graphics in these stages are fairly detailed but tend to be on the monotone side. The biggest problem that arises from these graphics is the difficulty for the player to notice objects that aren't part of the landscape. They can be seen, but not until you are very close to them.

As a whole, the title looks to have some promise even in such an early

stage in development. One thing that would help out this game tremendously before it hits the shelves is a



revitalization of the polygons. They are a little too simplified, making everything look square or flat in the landscape. Not counting these small current problems, Locus still looks like it could hold its own on the shelves in a few months when gamers are looking for a potential purchase.



PUBLISHER

SYSTEM

THEME

GT Interactive

Action

RELEASE DATE

PLAYERS

SIZE

% COMPLETE

1st Qtr. '97

1

PlayStation

CD-ROM

50%

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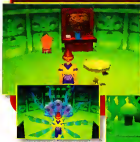
DREAMKNIIGHT

Jaleco's latest graphic adventure game, Dreamknight, gives the player a behind-the-character viewpoint along the lines of Super Mario 64 and Crash Bandicoot. The game plays like a mixture of these 3-D action games but with an additional twist of a graphic adventure game such as Discworld.

From the preliminary version we received, the character seems to be a puppet-type creature akin to the popular character Pinocchio. Even though he seems to be plucked right out of a story book adventure and transplanted into this action-filled title, he still does much to hold a player's



attention. The gamer selections allow the players to interact with outside objects by interfacing with a Selection Menu. We will just have to wait and see how this one progresses as it nears completion.



PUBLISHER		SYSTEM	THREAT	
Jaleco		 PlayStation	Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1	CD-ROM	N/A	

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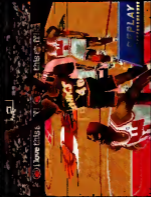
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REVIEW CREW

The Review Crew rates each game in several categories: visuals, sound, ingenuity and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

THE RATING SCALES

10-Perfection
9-Virtually flawless
8-Splendid
7-Worthy
6-Good, not great

5-Average

4-Risk first

3-Time-waster

2-Don't even rent

1-Flush it



SHAWN SMITH

CURRENT FAVORITES:

NiteOut XL
Street Fighter Alpha 2
Mr. Bones

Shawn can't believe that there have been so many great games coming out this Christmas. In fact, for the first time ever—the Review Crew has a list. Now all Shawn needs to do is get his head fixed.



DAN HSU

CURRENT FAVORITES:

Teikken 2
Street Fighter Alpha 2
Tunnel B-1

His interest in Teikken 2 has been recently revived due to Capcom's challenge. Now it's a law book vs. an Capcom! battle every day. By the way, Dan was pretty annoyed when he saw Tunnel B-1.



CRISPIN BOYER

CURRENT FAVORITES:

Suzukoden
Mr. Bones
Tomb Raider

Cris' wallet has been getting a little lighter lately—mainly because he has been betting everyone in the office that he can beat them in Tekken 2. But Cris seems to choke when money's on the line.



SUSEI X

CURRENT FAVORITES:

Street Fighter Alpha 2
Tomb Raider
Tetris Attack

Susei's been wearing his old red gi around the office lately. He says it's time for some old-school EGM, and he's being plain evil! We think he's just preparing himself for Street Fighter III...

EDITOR'S CHOICE

Silver Awards are granted to games with a total average score of eight, while Games that average nine or above receive Gold Awards.

SATURN STREET FIGHTER ALPHA 2



CAPCOM

EGM
GOLD

GAME OF THE MONTH

CATEGORY: 2-D FIGHTER

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: BEST SF GAME YET

WORST FEATURE: LOAD TIMES

ALSO TRY: NIGHT WARRIORS

Where should I begin? This is just a great game. There are tons of characters to choose from (even the Bosses from the first one) not counting the hidden ones. The art is perfect. Each of the characters has cool super moves and the Custom Combos look great when experienced players and novices alike use them. I'm glad each of the characters has his or her own backdrop. There is a small loading problem but it's nothing super serious. With all of the 3-D fighters out there or fighters that require memorization, Street Fighter Alpha 2 takes it back to the roots so to speak and, for me, this is a major plus.

This is the best fighting game in two dimensions. I love fighting games, and every Street Fighter game (except SF: The Movie) has always been on the top of my favorites list. This newest installment is no exception. Why do I like this game so much even more than the likes of Tekken 2? Because it takes skill to play. Most of the cheap stuff has been taken out—the Chain Combos, which many people hated in SFA, have been taken out. That's good. It's too bad Custom Combos have been put in. It's a good thing those ultracheap maneuvers are easy to defend against. SFA2 is the best two-dimensional fighter to date.

I suppose we should be pretty angry with Capcom for its habitual rehashing of Street Fighter II. But damn it, Capcom puts out some kick-but refresh. SFA2 is the best 2-D fighting game you can get for a console. Soak that. It's my favorite fighting game, period (Sory, Tekken 2). This is a perfect port of the coin-op, with all the backgrounds (many inspired by the SF2 anime), perfect control and the new Custom Combo system intact. I like these combos, even though they're cheap (though not as cheap as the Chain Combos in SFA, which have been taken out of this one). The loading time's still a pain, though.

Capcom has always been the best at converting their bed-boy arcade titles to the home front, and Street Fighter Alpha 2 for the Saturn is no exception. In fact, this is Capcom's best port yet! SFA2 is complete with all the small details in the arcade version—right down to the reflective pools of Gen's stage. The Custom Combo feature adds a new dimension to the series, and only the best gamers will be able to unlock its true potential. Removing the Chain Combos was VERY smart, though I'll never get used to having a wretched Dragon Punch. Near-perfect animation, gameplay, sound and music make this game a hit for Christmas.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	9	3	10

PLAYSTATION TOMB RAIDER



EIDOS

EGM
GOLD

GAME OF THE MONTH

CATEGORY: ACTION/ADVENTURE

BACK-UP: MEMORY CARD

BEST FEATURE: 3-D GRAPHICS

WORST FEATURE: LONELY LEVELS

ALSO TRY: FADE TO BLACK

Games come along every now and again that really stand out from the rest of the pack—Tomb Raider is one of those games. The graphics are very sharp and are in true 3-D. It has come a long way from early beta—the polygon break-up and rough graphic edges have been turned into near-perfect polygons. Tomb Raider is a huge game and will give you hours upon hours of play. Cool effects that are worked into the natural environment of the game really make you feel like you're in the game. On top of all of this, there are hidden areas that make for even longer playing times. This game will keep you lost for weeks.

Tomb Raider is 3-D at its best. This is one of the few games that came out this year that really "moved" and impressed me. The levels are huge, almost intimidating. The graphics are slightly pixelated, but the raw beauty of them more than makes up for this minor flaw. I wish the designers would have put in a few more challenges, like more enemies. After a while, I felt like I was spending too much time exploring. I longed for some action. But this was a very minor flaw. The game is just fantastic. Make sure you pick up a copy of Tomb Raider—quality titles like this come once in a blue moon.

TR is the best PlayStation game to date. It's an addicting, sprawling, breathtaking mega-adventure that'll keep you awake and red-eyed till the wee hours. The game's visuals are among the best pumped out by the PlayStation; its subterranean caverns and temples look like the real deal, with cracked columns, rushing rivers and waterfalls. These areas are enormous and filled with traps, secrets, puzzles and creatures. You don't just play this game—you explore it. With its enormous 3-D environment, TR is the PlayStation's answer to Super Mario 64. It's not quite as good as Nintendo's masterpiece, but it's pretty damn close.

Tomb Raider came as a surprise to me; I never expected such great control and graphics from a game NOT made by Miyamoto and his team! Playing Tomb Raider is a pure joy; true 3-D environment, responsive controls and a knock-out story line complete with cinematics. What more could you ask for? If anything at all could be improved in Tomb Raider, it's the anti-aliasing. With that small enhancement, the game would be a total dream. The scope of the levels makes up for this, and you will be here-pressed to complete it in one sitting. That is, of course, unless you don't eat sleep, work or go to school (don't do this. Really!)

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	6	8	8

N64

MK TRILOGY

WILLIAMS



CATEGORY: 2-D FIGHTER

BACK-UP: NONE

BEST FEATURE: ALL MKS IN ONE

WORST FEATURE: PALETTE SWAPPING

ALSO TRY: KI GOLD

I think I've said this once before, but I'm not a huge fan of the Mortal Kombat series generally speaking, but to get all of the MKs in one package is a great deal no matter how you look at it. I thought that there couldn't be all that much to the game. I figured what could possibly be put into MK Trilogy to make it anything better? I've proved to myself that I ask too many questions! MK Trilogy does have some all-new features but one of the newest features is that it doesn't have a lot of new features—this sounds confusing, but since it has everything from every MK, technically it's not a "new feature." A good buy for N64 owners.

Look Mai! No load time! This is the single best package you can get for any Mortal fan. Forget about that upcoming MK1 and 2 package (give me a break), and forget about Ultimate MK3. Mortal Kombat Trilogy is the most comprehensive game you get for the series. The Nintendo 64 version is great, but I wonder why it couldn't look a little better, with 64 bits of hardware. It's not that colorful and the animation is a little choppy. Normally, I wouldn't have noticed these flaws, but everything on the N64 is supposed to look great, right? I also think the Attack buttons on the controller are too close for comfort.

I've never really been a fan of the Mortal Kombat series, but MKT has changed my tune. There's just a heck of a lot of fighting game here. You can control every combatant from every MK game, including Neneb, Ram and the chronically absent Johnny Cage (who's now played by a different actor). Their moves are nearly the same as in UMK3, except for some new combos and a damage-increasing Aggressor Mode. And, believe it or not, MKT controls just fine with the N64 analog pad. The graphics are kinda bland, though the game looks like a low-res version of the UMK3 arcade machine, but you get used to it.

It looks like the best Mortal Kombat is found on the N64. Strangely, however, a couple of things seemed out of place. For one, the music isn't as clean as it should be, with a distinct tingy quality about it. Second, Johnny Cage has lost his "signature" punch (I'll pause for your cringe, guys), which is a small, but important, omission. The addition of the Aggressor Mode is a nice enhancement, but is rarely effective in a real match. Still, MKT is the definitive Mortal Kombat game for all fans. No load time, superb gameplay, additional attacks and the most characters ever in a fighting game. To the mat!

VERIAMS	SOUND	INGENUITY	REPLAY VALUE
7	7	4	9

SATURN

POWERSLAVE

PLAYMATES



CATEGORY: SHOOTER

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: LEVEL DESIGN

WORST FEATURE: ANOTHER DOOM GAME

ALSO TRY: DOOM

Again we are looking at a game that has been born from the first-person action genre. Sure, Powerslave is like Doom in certain ways, but the story line of this one is much more interesting. Actual Egyptian gods and cool ancient artifacts (that just happen to give you super-human abilities) make for a game that's a blood test when blowing up enemies, but there's also plenty of strategy involved. The graphics are incredible and so is the music. If you're tired of the mindless first-person action games that have you running around in circles shooting anything that moves, give Powerslave a try since it's so much more than a mindless title.

If you're read my review on Final Doom, then you know my feelings on Doom clones. Sure Powerslave offers a couple of neat features, but it's still the same game at heart. And this "same game" is getting real old, real quick in my eyes. It's not that Powerslave is a sub-standard game (it's not), it's just that I'm a jaded Doom player. Powerslave does have a great Egyptian motif. This leads to some pretty awesome level designs. The frame rate and graphics show off the Saturn's power beautifully, except for the fact that the sprites and explosions are weak. They are the only black marks on this great-looking game.

Although I sometimes whine about the glut of Doom wanna-bes that clog store shelves, I really like Powerslave. Sure, the game ain't all that original—it's a first-person shooter plunked down in an Egyptian setting—but it's a very fast-paced, very well put together Doom clone. The levels are large and pack more than a few enemies. Fortunately, you get some kick butt weapons, such as grenades and an M-60 machine gun, to deal with the bad guys. Control takes a little getting used to, since it feels kind of loose at first. The graphics are sharp (with cool lighting effects) and the high frame rate ensures a smooth ride.

Doom clones are everywhere, and Powerslave tries really hard not to fall into the pit of wanna-bes, but I didn't feel a great need to conquer this game. The enemies and traps are a little weak, relying more on your mistakes than your ingenuity. It's a great game for first-person fanatics, but don't expect to see much new from this game. By far the best features are the weapons and the sheer number of enemies that swarm after you. The Egyptian landscapes are nicely done and offer a good setting for the dark mood. One summary that comes to mind is that this is Doom with more keys, some jumping and swimming.

VERIAMS	SOUND	INGENUITY	REPLAY VALUE
8	9	5	5

SATURN

MR. BONES

SEGA OF AMERICA



CATEGORY: POTPOURRI

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: LEVEL VARIETY

WORST FEATURE: A FEW HARD GAMES

ALSO TRY: NOTHING LIKE IT

Mr. Bones is one of the strangest games I've seen in a long time. The cool thing about it is that there are a huge amount of games to play (the entire game is broken up into minigames). The graphics are good and the FMV is usually pretty good, although it's choppy during some parts in the game. The music is perfect if you're into blues and the sound effects are crystal clear—which is a good thing. The voice acting for Mr. Bones is good, but the human actors in the game are pretty cheesy. The control could be a little better and some of the levels are too long, thus making them annoying. Overall, Mr. Bones is a great one.

I'm going to go on record as saying this: Mr. Bones is an absolute must-buy for any Saturn owner. I can find very little wrong with this game. Mr. Bones is completely unique—you can tell that some top geniuses worked on this project. Each of Mr. Bones' minigames is fun in its own way, and each will surprise you with its ingenuity. As a bonus, all of these games are connected by hilarious cutscenes that somehow make a story out of this potpourri. On top of all of this, the graphics, sound effects and music are as perfect as they are fitting. If you have any appreciation of dark and twisted humor, buy Mr. Bones!

I dare you to find a stranger game than Mr. Bones. But strange is good, and I doubt you'll find a game with more personality than Mr. Bones, either. This two-disc title's coyness lies not in its individual levels. Rather, it lies in the sheer number of these levels (there's dozens of them) and the wide variety of tasks each stage has you doing. For instance, one level might be a standard side-scrolling minigame, but another will have you knocking out power chords on a guitar. And some of the stages—like Mr. Bones' plunge down a swirling vortex—are downright trippy! The game's music and cinemas are first-rate, too.

This game has to get the award for strangest game ever to cross the Review Crew's critical eyes. Only one thing keeps this title from being the best: weak gameplay. The game scenarios only seem to serve to get you from one FMV sequence to another. In fact, only two or three of the levels are actually fun to play. Where Mr. Bones shines is in the story line and FMV cinemas. The graphics and sounds of these movies are utterly breathtaking, and make the tedious levels worth it just to see the next one! Horror is not looking either, and if you don't ROTFL (roll on the floor laughing) numerous times, you should see a doctor.

VERIAMS	SOUND	INGENUITY	REPLAY VALUE
9	10	10	7

SATURN

VIRTUAL CASINO

NAMATSE



CATEGORY: GAMBLING

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: CASINO GIRLS

WORST FEATURE: ONLY FIVE GAMES

ALSO TRY: WINNING POST

Fans of casino gambling get ready—Virtual Casino is here. This one is a heck of a lot of fun. The graphics are super sharp and the music fits the game perfectly. The Story Mode is cool, but the computer usually has an unfair advantage. For instance, in 7 Card Stud, the computer achieved four straight flushes to my one. There are some nice save options (though even to memory cartridges) that make saving money and continuing easy. Some of the games were difficult to learn but after looking over the manual they got easier to play through. The VS. Mode is a neat option that really increases the replay value of the game.

Talk about imitating FMV! That's the Japanese for you—open about sexuality. On the game book, I liked Virtual Casino very much. It is what I would expect from a 32-bit gambling title. The game has great graphics, though I would've preferred something a bit more colorful and fun. The graphics give Virtual Casino too much of a serious feel. The Story Mode is a great feature, but a few more games should've been included. The small casino events just isn't enough to hold my attention. Here's a gambling tip for you—don't bother trying to bluff the computer at 7 Card Stud. It's too stupid to realize what you are doing.

As far as video-gambling games go, VC is okay. It covers all the major gambling games, from Blackjack to slots, and the graphics are sharp. Really like the Story Mode, which lets you build a virtual fortune by progressing through a series of gambling games. Still, I wish there were more games to play (there are only five). The two-player Mode isn't all that exciting, either. You can only choose from the two gambling games—Roulette and Kaccari—in which it doesn't matter if your opponent sees what you're up to. The developers should have added more multi-player games and trusted players to hide their eyes.

I'm not sure if this is the best usage of a 32-bit system like the Saturn, but it's still great for avid gamblers. The Story Mode is the best feature, allowing you to take on Vegas with a vengeance by setting goals to advance to the next level (and the next type of game). The Practice Mode is great for learning about gambling techniques, and is highly recommended if you want to win the Story Mode. The two-player Mode is weak, sporting only two games and no fun. The background music is a nice touch, but can get annoying after a long Roulette session. If you like gambling, check this one out or cash in your chips.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	8	3	8

SATURN

BRAINDEAD 13

READYSOFT



CATEGORY: FMV ADVENTURE

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: FUNNY ANIMATION

WORST FEATURE: GRAINY VIDEO

ALSO TRY: DRAGON'S LAIR II

Here's a no-brainer: What is the most important thing about a game that is truly an interactive cartoon? Is it the Dripats Menu? No, it's the quality of the FMV. Since that's everything this game is about, BrainDead 13 is a poor example of an FMV cartoon game. The quality of the videos was really bad compared to other games on the Saturn. Besides this, the control (as far as deciding when to go next) is difficult to judge. If there was a flash or something, it'd be more fun in the long run. It turns out to be no more than simple memorization. It's fun to see the games like Dragon's Lair still around, but only if they're done well.

Let me tell you a little story. There once was a game called Dragon's Lair. It was fresh and exciting. After a while, people started beating the game by simply memorizing patterns. Then people started saying that Dragon's Lair didn't take any skill to play. End of story. Animated games like Dragon's Lair and BrainDead 13 are widely recognized as games that take zero brainpower or skill to play but are still entertaining to watch. BrainDead is very funny in that aspect. Just don't like that a lot of the time, you have to progress through the game by trial and error. You usually want some signposts to help guide you.

Here's a game to pick up if you want to see just how bad Saturn FMV can get. The video in this Dragon's Lair-inspired adventure game is extremely blocky and way too dark. The loopy graphics are a real shame too, because they spoil animation that looked damn good in the PlayStation and 3DO versions of B13. But even with sharper video, however, this title is only so-so. It's not as rigidly linear as Dragon's Lair and its spin-offs, but the game still boils down to an exercise in memorizing button presses. This sucker will really test your memory, too—the last room, for instance, demands more than 2D different command inputs.

BrainDead 13 is brain dead, pure and simple. There is no challenge to this FMV game, and I doubt you'd be happy doing much more than renting it. It should only take one frustrating day to finish, since you have unlimited lives, and it's easy to cheat your way through levels by pushing in random directions at all times. The beep tones will signify when you've hit the right move to make. The transition sequences are jerky at times, and worst of all, the backgrounds will become highly pixelized randomly! With the amount of pure game and violence (which will score highly for some gamers), I'm surprised it got a KA rating.

HOURS	SOUND	INGENUITY	REPLAY VALUE
3	7	5	2

SATURN

HYPER 3D PINBALL

VIRGIN



CATEGORY: PINBALL

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: LOTS O' TABLES

WORST FEATURE: IT'S NOT REAL PINBALL

ALSO TRY: TRUE PINBALL

The thing that sticks out in my mind about Hyper 3D Pinball are the graphics—they are sharp and rich in color. There are plenty of tables to play through and the style of each is excellent. The music really complements each of the levels as well. The different views are a nice touch even though the 3-D, "over the table" one makes it hard to see where the ball is sometimes and the 2-D view doesn't make it easy to follow a fast ball, but being able to switch between them on the fly solves the problem. Hyper 3D is authentic enough and offers fun play. I tend to enjoy the real thing or fantasy types (Devil's Crush, etc.)

I've already reviewed a couple of Pinball games during my little stint here at EGM, and to be honest with you, I really don't have a lot to say! After all, pinball is pinball, right? Of course, no video game can reproduce the feel of a real-life pinball experience. Most video pinball games today come pretty close, and Hyper 3D is no exception. The pinball action is great. The feel is just about right. But guess what? Hyper 3D has six different tables. That's quite a lot compared to its competition. Having six pinball tables obviously makes Hyper 3D the best pinball game in the market in my book. Pinball fans—check Hyper 3D Pinball out!

Hyper 3D isn't the best video game version of pinball that honor goes to the TurboGrafx-16 title Devil's Crush, but it's pretty damn close. Like all good pinball machines, the six tables offered in this title are loaded with little—often incomprehensible—managers, like bouts of multiball play and bumper target shooting. And notice that I said six tables, which means pinball fanatics will find more than enough variety to keep them knocking around silver balls for a while. Hyper 3D's graphics are fantastic, as well, and players can shift between an overhead and straight-on perspective on the fly. The sounds are dead-on accurate, too.

It's been a while since a good pinball title has surfaced on any console, and I always wondered why Hyper 3D Pinball had everything I love about pinball games! The physics (ball motion) is absolutely perfect, and in 3-D Mode, I can almost immerse myself into the illusion. The angle of the playing field in the 3-D Mode is very good, though I would have been happier if I could rotate the board myself instead of being locked into one of two perspectives (3-D Mode and 2-D Mode). It could have also done a little better if there were more games to choose from. All in all, it's a great title, and I'd recommend it to anyone.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	6	8

Shawn

Dain

Crispin

Sushi X

SATURN

MACHINE HEAD

EIDOS



CATEGORY: ACTION/SHOOTER

BACK-UP: PASSWORD

BEST FEATURE: SPEED

WORST FEATURE: SHIP HANDLING

ALSO TRY: CRAZY IVAN

This game could very well be a sleeper. What I mean is that Machine Head has what it takes to be a great title. The story line is unique (and a little weird), the levels are huge and interesting to play through and there are awesome weapons that can give the enemies a lot more than spilling headaches. So will people buy this one and make it a hit? It's hard to say, but if they rent Machine Head out of curiosity, chances are they'll buy it since it is an interesting title. I did find it a little strange that the enemies that appear in the game don't seem to have a place in the game's story line. Plus, the graphics could've been sharper.

Machine Head is a very good, yet confusing, title. The confusing controls only look about five seconds to get used to. After that, I found them very solid and intuitive. Maneuvering, on the other hand, takes a lot of getting used to. Your craft tends to move very fast and have very sensitive handling. It's also a bit confusing trying to figure out where you are or what you're supposed to do. But I did like blowing everything up in this mindless action title. The machine guns are simply awesome. The sounds are top-notch. If you are looking for a new approach in the shoot-'em-up genre, then look no further than Machine Head.

Machine Head is definitely a cool-looking game, with dark, detailed environments and some nifty enemies. The sound effects kick butt, too (the chain gun rattle off like the one fired in Predator). I just wish the game was easier to control. Your rocket sled can fly in all directions—as well as lift up and down—but getting it to do all of these things in the heat of battle isn't always easy. I couldn't find a control combination that worked well, either. You have to play Machine Head for a while before you get used to the controls, if you can ever get used to them at all. Still, the game packs a lot of missions—most of them hard.

If ever a title tried to be a cross between Doom and Descent, this is it. Actually, it pulls off this merger quite well, and has some innovative features to keep your interest. The big star here is the highly pixelated graphics. The resolution has to be near 16-bit quality and that's a real waste considering the power of the Saturn. The control of your ship is very touchy and aiming at enemies can be a harrowing experience. The audio is very good, and the effect of realism is enhanced considerably. Unfortunately, good features and cool music can't save this title from an average score. Graphics are a big concern for this genre.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
8	9	6	5

PLAYSTATION

FINAL DOOM

WILLIAMS



CATEGORY: SHOOTER

BACK-UP: PASSWORD

BEST FEATURE: LEVEL DESIGN

WORST FEATURE: SAME OLD THING

ALSO TRY: POWER SLAVE

More Doom...hurrah. I shouldn't be so harsh. Final Doom is actually a good Doom sequel but don't expect anything more than that. The levels are a challenge to play through and most won't make it through on even the third or fourth try. The problem is that there really are no enhancements. Sure, it runs fast but the graphics are hardly sharp. It may very well be impossible to get it any sharper. Plus, there aren't any new weapons or monsters. For the price tag, it's just one of the same. I'm more excited for Quake to come out. At least the graphics will be polygonal—perhaps easier for the PS to process. Maybe you feel the same.

I must credit Id for creating one of the big sensations of the '90s, the first-person perspective shooter. Now that I've said that, I must say this. I'm sick of the genre. I'm Doom'd out. I've had enough. And with the many improved copycats out there, why would I want to play more of the original? Final Doom doesn't offer anything new, except for the new levels, which admittedly, are well-designed. The weapons, enemies and gameplay are the same tired ones we've gotten used to. Unfortunately, I've played way too much Doom and Doom clones on way too many platforms. I'll pass on this one, thank you.

The other Review Crew dudes may be all Doom'd out, but I'm still not tired of playing the kind of 3-D shooters. Final Doom sends players through a huge assortment of brand-new, masterfully designed levels (well, they're new if you haven't played the PC version first). These levels are larger than those in the first game, and they're packed with so many secrets that exploring every monster-infested nook and cranny won't be easy. Keep in mind that the new levels are the only reason to buy this game. Except for a slightly speedier frame rate, Final Doom has the same weapons, monsters and graphics as the first game.

Final Doom is the last of the Doom series, and that's good. For one thing, the engine is old and greatly showing its age. In a game where the ability to jump (imagine that) is commonplace, not to mention swimming and climb, Final Doom is no different than the rest of the Doom doses. Only the excellent plot and proven enemies sustain this game at a step higher than most war-mo-bes. One glaring problem is the unresponsiveness of the control. I see no reason that this title should suffer from the same jerkiness expected of a first-generation engine. Doom fans may be drooling, but I'll just rent this one.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
7	7	3	6

PLAYSTATION

BUBSY 3D

ACCOLADE



CATEGORY: 3-D PLATFORM

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: CINEMAS

WORST FEATURE: THE REST

ALSO TRY: JUMPING FLASH! 2

I didn't like the old Bubsy games back in the day and I must say that the new Bubsy doesn't impress me even though he's in 3-D—unimpressive 3-D. I've had enough of the snarlesque mascot types. The graphics are simple and dull. The 3-D perspective makes it hard to judge where you're jumping especially in levels with multiple platforms. The idea behind the game is fairly innovative but it wasn't executed properly. The voice-overs for Bubsy are poor and the music isn't right. The best thing about the game are the cinemas but that doesn't help the game. This game doesn't compare to games like Crash.

Ouch. And I mean ouch. This game, I'm sorry to say (and I really mean it), is not good at all. The backgrounds look silly and overly artificial. If that's possible (lol). Even though the game takes place on an alien world, a few more looney maps could've made the scenery more convincing. The control is poor. Bubsy is very hard to control in three dimensions. You can run around, but maneuvering is quirky. Forget about it. Perhaps some type of analogue controller could've helped. The Two Player Mode is mildly entertaining and helps the score a little bit, but all in all, Bubsy should have stayed a side-scroller.

I wasn't all that crazy about the 16-bit Bubsy games, but I'd sure as heck rather play those than this 3-D mess. Let's forget for a second that B3D's graphics are too plain. I could easily forgive the ladduser visuals if the game played well. But it doesn't. Not even close. Control is awful, it's hard to tell where Bubsy's head or when you make him jump, so leaping to higher platforms is often a matter of luck instead of skill. And play becomes choppy when the camera pans around Bubsy. Even the levels themselves are dull. Only the marginally likeable Two-Player Mode saves B3D from a lower score. Avoid this 3-D stinker.

Not! This is not how to create a perfectly good mascot! What I would like to see come of this review is a return to the drawing board for poor Bubsy 3D. Absolutely no texture-mapping is used, so the lack of numerous polygons is painfully obvious. Pretend your controller is filled with mud—this is how Bubsy plays. I fought with the controller the whole time, and my experience was frustrating. The enemies are weak, the worlds are damaging to your eyes, and even the voices, while clear, make you yawn. The rendered cinemas are only half-screen animations, too! What a waste of power! Folks, here's my first coaster award.

VISUALS	SOUND	INTEGRITY	REPLAY VALUE
4	3	4	1



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AN ALL-NEW 3-D ENGINE!

PLAYSTATION

DISRUPTOR

UNIVERSAL INTERACTIVE



CATEGORY: SHOOTER

BACK-UP: MEMO CARD/PSSWORD

BEST FEATURE: PSIONIC POWERS

WORST FEATURE: LAME ENEMIES

ALSO TRY: POWER SLAVE

Disruptor is much more than Doom was as a game. The best thing companies want to hear about their first-person action title is "Uh-oh, another Doom clone." Unfortunately that's the way it'll be for a long time. There's plenty of strategy involved in Disruptor that made me die quickly (mainly because I'm used to quick kills like in Doom). The psionic powers are an awesome feature. The enemies are a little cheesy-looking at times, but the cool weapon effects make up for it. The levels are pretty diverse in design and look—instead of them being all dungeons or dark corridors. It's a good buy for those who want more than Doom.

If you've read my review on Final Doom, then you know my feelings on this game. It can tolerate Disruptor a little better. At least it's fresh to see new weapons in this type of game. The psychic attacks are also a good feature, giving this game more technique and depth than most of its brethren. Yet another selling point of Disruptor is its variety in missions. My favorite is the race to stop the reactor meltdown. You can throw your wanderlust out the door with that level—you either rush to the end or die. The graphics are clean, crisp and sharp; I can't ask for more in that category. Still, it's a you-know-what done. Yawn.

Disruptor is a rich man's Doom clone. Its graphics surpass Alien Trilogy's, which means Disruptor is the best-looking 3-D game on the PlayStation. The 13 levels are set in both outdoor and indoor environments, which gives the game a lot of visual variety. You can tramp around the deserts of Mars. It especially like the game's assortment of behind-the-scenes weapons. Most of the guns are pretty wild—like the automatic three-way pulse rifle—and a few fill the screen with their destructive effects. You can keep your guns hoarded and use power psionic attacks instead. Control is good, although I wish I could look up and down.

This title was yet another surprise to me. I thoroughly enjoyed the game, and felt the need to reach the next level. The cinematics, while not Academy Award material, were good enough to get me involved in the plot, and really assume the role of the main character. The use of a lobby backdrop in the levels is very innovative, and removed any possibility of the annoying "pop-up" most 3-D style games experience. Unfortunately, it also hindered your view. Another excellent addition is the Psionic arsenal. These weapons are incredibly strategic, and add another level of gameplay to an overdone theme.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
8	7	7	5

8	7	7	5
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PLAYSTATION

BLAST CHAMBER

ACTIVISION



CATEGORY: ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: FOUR-PLAYER GAMES

WORST FEATURE: SMALL CHARACTERS

ALSO TRY: NOTHING LIKE IT

Blast Chamber is the most original game of the year. There I said it, and I'm damn glad that I did. I was a little cautious if Activision could pull off such a strange title, but they did it incredibly well. The characters are a little small, but since they are color-coded, this isn't a big deal. The graphics are sharp and smooth. The levels—for as many as there are—have a great deal of diversity in design. The multiple modes of play add a lot of variety on top of all the different levels. The multi-play compatibility offers hours of fun if you have the gear (we tried it and couldn't get enough). BC would be a great one for your game library.

Blast Chamber was my vote for the best new and original concept in years. It's so refreshing to see that creative genius still exists in the world today. This game is almost a perfect multiplayer game, like a Bomberman for the next generation. It's furious, fast-paced and fun. The levels are well-designed for their intent, to cause mayhem with the players. Having been so excited to see this game, I was really let down to see such small characters. Yet, perhaps for mystery purposes, they needed to be, but that took away a lot from the gameplay. It made things confusing and hard to see. That is Blast Chamber's only mar-

BC kinda reminds me of Virgin's Grid Runner, in that it's a fast-paced, addictive, multiplayer game of tag that stars tiny characters. The little guys are the game's only fault, since it's sometimes hard to tell who's who when everyone bunches up. Otherwise the graphics are outstanding, as are the many modes of play—especially when you get four players scrambling around the cube (BC is yet another reason to buy the Multi Tap). The game's best feature, however, has to be its artificial intelligence. When you play with three human players and let the computer control the fourth, it's hard to tell which is the computer dude.

Can I be honest folks? I didn't have much fun with this game. The Multiplayer Mode is the worst mode in my opinion due to the horrid control of your character. The premise is great, and the rendering of the various blast chambers is excellent, but your tiny character animates like an old 2600 sprite. The challenges weren't exactly hard, and I found myself dying through these levels in Oneplayer Mode like water. Of course, this made the long load time seem even worse. Example: Load for 15 seconds, finish a level in 10 seconds, load for 15 seconds, finish a level in 20 seconds. Read this, please, before you buy.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
6	7	10	9

6	7	10	9
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PLAYSTATION

LEGACY OF KAIN

ACTIVISION



CATEGORY: RPG

BACK-UP: MEMORY CARD

BEST FEATURE: DARK, EVIL TONE

WORST FEATURE: 'FEY VICTUS'

ALSO TRY: KING'S FIELD II

From the opening cinema with tons of blood and killing I knew Kain would be something morbid—I was right. Fans of adventure and RPG games should enjoy this title since it has elements of both. The incredibly detailed graphics look very real (with the gritty feel of them). The one thing I wish was different was the darkness level of the game. Granted it's about vampires and such, but it was almost too dark—I'd want to see some of the game. It's a good buy if you want a huge game that will take a lot of time to finish—it has a huge cast and a complex story line. If not, the game is a blood fest but not an action game.

Dark, gloomy and violent. A typical work day at EGM. Nope, it's the new RPG, Legacy of Kain. Call me old-fashioned, but I still prefer party RPGs with turn-based combat. But for having a single guy running around fighting in real time, Legacy of Kain is not bad at all. Why? Because it's different from everything you've seen before. It's nice to be able to drink blood without getting in trouble with your local authorities or vampire hunters. The narrator tends to talk too much, though. His stories do add to the game, but I really don't listen to him half the time. A very good, unique game. I hope to see more.

You'll need to sit aside about a month's worth of free time to play through this epic RPG. Everything about Lok—from its plot to its world to its cast of characters—is huge. But even though the quest is lengthy (at least 100 hours long, in fact), it's loaded with surprises and never really gets boring. Lok plays much like a Zelda-style, action RPG, with the hero hacking through enemies with various weapons and launching spells—but this sucker ain't for kids. The game splits a very dark, very bloody, very adult tale (you do play a vampire, after all). Although its graphics are nothing special, Lok's voice acting is among gaming's best.

Now here's a game that creates that little fuzzy feeling deep inside. This wild adventure has the best plot of any PlayStation game to date. Not for the faint of heart or weak of stomach, Kain has a permanent home in my game library. The graphics set the mood perfectly, and the ominous music is purely genius. Even the background noises are amazing. Here's another game where the cinematics are "to die for." Beautifully rendered and using actual talent for the voices (also heard throughout the game), you will not be disappointed. Here's the downside: If I hear "Fey Victus" one more time, I'll hunt Crispin. Again.

VISIONS	SOUND	INGENUITY	REPLAY VALUE
8	7	8	3

8	7	8	3
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Shawn

Dain

Crispin

Sushix

SAY NO TO DRUGS.
SAY YES TO BLOODSHED AND HELICOPTER WARFARE.



HERE'S YOUR CHANCE TO GRAB THE LOW-LIFE SCUMBAGS OF THE TERRORIST UNDERWORLD.

STRAPPED INTO YOUR CHOPPER, YOU'LL BE FLYING 32 HIGH-RISK COMBAT MISSIONS OVER 7 ENEMY-IMPESTED TERRAINS, SEARCHING FOR AND RESCUING INNOCENT HOSTAGES, WREAKING HAVOC ON THEIR CAPTORS.

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SCALE UP. RECKLE COMERY DO EXTREME. YOU'LL NEVER GO BACK TO ORDINARY CARNAGE.



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BLACK DAWN



PLAYSTATION

STRIKEPOINT

AMER TECHNOS



CATEGORY: FLYING COMBAT

BACK-UP: PASSWORD

BEST FEATURE: LITTLE POP-UP

WORST FEATURE: EVERYTHING ELSE

ALSO TRY: BLACK DAWN

This is a pretty lousy game. I didn't have much fun playing through it. The graphics were decent but nothing spectacular by any means. The "reflections" on the water were nothing more than the sky image on the water. The ground was kind of grainy, too. The control was hard to get used to even after multiple plays. Most of the explosions and weapons lacked effect. This is especially important when the gameplay isn't that good. The mission objectives are a good idea, but often were confusing. There was a fair number of missions, but overall they lacked style—they didn't make you part of the game like some combat games do.

I would like to know just how games like Strikepoint make it as far as store shelves. The opening cinema is sadly the only good part of the game. As soon as I saw the game in action, I cried out, "Oh my God! This game looks horrible. The animation is choppy, the enemies are lazy and the explosions are pathetic. Everything looks ridiculous. Now, on to the controls. Let's just say that I would probably have an easier time flying a real-life helicopter. On top of that, it's too easy to shoot things down. Your cannon shoots guarded targets for some odd reason. Finally, the view switches to some bad positions often. Stay away!

Fans of tight-combat games should stick with the action-packed Black Dawn, 'cause Strike Point is one ho-hum helicopter title. It does boast some flashy visuals. The terrain looks realistic (the sky is reflected in lakes) and pop-up is fairly tolerable. Two players can fly missions simultaneously, courtesy of a Split-screen Mode, too. Otherwise, the game's a mess. Control is sluggish, especially when you need to ascend or descend in a hurry. The missions are overly difficult and often boring. SP is also far from being realistic—even for an action-oriented game. Your missiles fly right through mountains, for instance.

Let's get this over with folks; I found one interesting point about Strike Point: You can change the color of your helicopter. Yup, that's it. I had to look back and see if this game was originally a NES game and was a special-order 32-bit port (a direct port, like the popular Arcade Classic collections out there). Explosions look like half-headed paintball bolts. The music is non-existent, and other than your own head bobber, the remaining spites are a joke. Don't even ask me about the controls, they're not worth the pain. I can't believe I'm already doing out yet another dossier award, and this is only the second generation of PlayStation titles

PLAYSTATION

TECMO'S DECEPTION

TECMO



CATEGORY: RPG

BACK-UP: MEMORY CARD

BEST FEATURE: ORIGINALITY

WORST FEATURE: REPETITIVE PLAY

ALSO TRY: NOTHING LIKE IT

Another great title that is a twist from anything that has been out before. Originally these days goes a long way with me. Tecmo's Deception has some excellent graphics for the type of game it is. The characters don't have a huge amount of detail, but they are diverse in the way they look. The traps are cool and the beats you can get make Deception a lot of fun to play through. The dialogue of the characters trying to find the treasure is cheesy but funny, I especially like the innocent people who are only going into the castle on a dare—what else can you do but kill them like the rest of the thieves. A twisted but great strategy game.

Tecmo certainly doesn't have a problem with vanity now do they? Of course, I'm referring to their tendency toward naming games after themselves. With that aside, I must say it's certainly refreshing to see original titles like Tecmo's Deception in a market full of copycats and wannabe bios. Originality if carried out right always deserves an extra half a point or so in my reviews. I love this idea of being the bad guy and capturing heroes. It's certainly a unique change of pace. Tecmo's has role-playing features that will satisfy RPG fanatics and has strategic gameplay that will please strategy game enthusiasts. It's a great combo.

TD is perhaps the most innovative console RPG ever released. The game lets you play the bad guy, an evil ghost who traps and slaughters any Impresses who enter his castle. Later in the game, you can even turn the intruders into monsters that'll help you nab future unwaryed guests. TD is also heavy on strategy, since you have to plan the placement of your traps. My only gripe is that it's often hard to get the trespassers to follow you toward the traps. They tend to wander around too much. TD is filled with sick humor. For instance, you kill two adventurers who are seeking treasure to fund their daughter's life-saving operation.

Tecmo's Deception is a very original title, not so much by giving you the role of an evil character, but by the name in which you claim your victims. Relying far more on strategy than you'd think, Deception is a thinker's game with little arcade quality to it. The graphics aren't even spectacular, yet there's a certain appeal to planning the demise of your visitors. I also like the small touches of humor found in various points of the game, like the zany dialogue of the various intruders. Slaughtering the innocent is a must in this game! A word of warning: This is NOT a Doom game. It's a great strategy title for patient gamers.

PLAYSTATION

SOVIET STRIKE

ELECTRONIC ARTS



CATEGORY: ACTION

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: TONS O' MISSIONS

WORST FEATURE: CHOPPY ANIMATION

ALSO TRY: BLACK DAWN

I was a huge fan of the old Strike games back in the days of the Genesis. I couldn't get enough of blowing up terrorists and the bad missions. Soviet Strike on the PlayStation captures that same feeling but with awesome graphics—like actual terrain and land marks—and some great cinematics. The actors in the game do a perfect job—you can tell when a company takes time and money to find talented people (producers and directors included). The missions can be pretty hard, but this adds to the challenge. There really are not to no problems with this game, except maybe the control could've been tweaked a bit more.

Do you want an example of multimedia flash? Take a look at Soviet Strike's cinematics. These Sony commercial-inspired cut-scenes are very exciting to watch and set the pace for this well-made action game. Soviet Strike has a variety of different missions that take place on large terrains. How can you not have fun with a helicopter that heavily armed? I have a couple of problems though. First, the graphics (outside of the tanking-roped terrains) are pretty average, especially shows with the choppy animation during busy scenes. Second, the gameplay is a bit too simplistic for me. It's not a bad game at all; it's just not superb.

I always get a little nervous when companies develop next-gen updates to classic titles, but EA is right on target with Soviet Strike. The game plays exactly the same as the 16-bit Strike games—which is definitely a good thing, since these old games had superb control plenty of missions and were just plain fun. Soviet Strike, of course, boasts superior graphics—the sharp-looking toadie-mapped terrain seen on the PlayStation, in fact. Sometimes the graphics get a little choppy, though, like when the screen fills with targets, but you get used to it. The game is loaded with fantastic cinematics, too, and the music kicks butt.

It's actually amazing that Electronic Arts can continue to make the whole "Strike" series interesting after several sequels, but here's yet another good game for your library, unless you already own one of EA's other helicopter hits. Sure, you've got a few new features, but there's little new in the gameplay to really offer much. The cinematics interspersed throughout the game are quite good, and a good enhancement, and the voices are great. I was a little disappointed with the graphics since it wasn't much better than its 16-bit siblings. If you're looking for some attack helicopter fun, Soviet Strike is a great buy.

Shawn

Dan

Crispin

Sushix

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4	5	2	2

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	6	10	7

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	6	7

Bring an Old Friend Home for the Holidays!



SUPER NINTENDO

MIDWAY

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PLAYSTATION

PANDEMONIUM

CRYSTAL DYNAMICS



CATEGORY: SIDE-SCROLLER

BACK-UP: PASSWORD

BEST FEATURE: GRAPHICS

WORST FEATURE: CONTROL AT TIMES

ALSO TRY: CRASH BANDICOOT

When I first saw Pandemonium, I thought it was kind of strange but in a bad way. After I played it, though, my thoughts turned around completely. I loved playing Pandemonium. It is a fun game with great graphics. It isn't a true 3-D game, but it's a great side-scroller with realistic 3-D-generated scenery. Some of the camera views are extraordinary—it makes you feel like you're going to fall off the edge of your seat. The levels can be a little easy but they are also very diverse—you probably won't see the same thing twice. The cinematics are kind of cheesy for as the voice acting goes, but the animation is flawless.

My friend Caspin once told me that Pandemonium is a hybrid of Crash Bandicoot and NIGHTS. What this means is that Pandemonium is a great game. The graphics are the best part. They are bold and beautiful. Wait a second...what if you looked past the graphics? Well then, you'll realize that there's not much there. Pandemonium is just a fancy-dancy, two-dimensional side-scroller playing on three-dimensional hardware. I'm not saying that's bad, but looking stinky of the gameplay, you'll realize that Pandemonium is not all that original. Outside of the graphics, I've already seen and played this kind of game before.

Pandemonium mixes the play mechanics of Crash Bandicoot and NIGHTS, making it a fun but mostly linear platform game. I say mostly linear because you can at times choose different paths, although most of the game is spent dashing along a track. The levels had a less scenic, less, so players shouldn't be too eager to beat the game without exploring every nook and cranny. Pandemonium's graphics are phenomenal (well till you see the lower level or better yet—the Sonic-like pretrial stage). Yet Pandemonium isn't a very inspired game. Most of the time, it's just your standard—albeit very sharp-looking—side-scroller.

I had a lot of fun reviewing this title. The level design of Pandemonium are simply superb, with twists and turns that will blow you away. On top of this, the music is wonderfully done and compensates each level. I enjoyed searching for secrets and shortcuts in each area, and wondering which character would work best in each level. While very much a Crash Bandicoot clone, it's wonderfully done and has a fresh feel to it. Even the opening cinema was impressive. I would have loved to have seen more diversity in the standard attacks, but the weaponry is hilarious. Get the shrinker gun to really squish your enemies!

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	7	5	6

SUPER NES

ULTIMATE MK3

WILLIAMS



CATEGORY: 2-D FIGHTER

BACK-UP: NONE

BEST FEATURE: NEW CHARACTERS

WORST FEATURE: IT'S NOT MK TRILOGY

ALSO TRY: SF ALPHA 2

I could see how all of you may be getting annoyed with all the different MK games that have come out or are coming out lately. This version of UMK3 is really a great fighter—that is if you like the digitized style of MK. The moves and combos are great-looking as well as being fairly easy to pull off. I've never been a big fan of fatalities, but UMK has some pretty cool-looking ones—and some that are silly. For UMK3 being on the Super NES it looks and plays incredibly well. The SNES still has what it takes to handle graphics like this. I'd say it's a little on the hard side, even with the difficulty being adjustable, but two-player is great.

Does anyone else feel a little cheated? After all, Mortal Kombat 3 was released for the SNES just a year ago. Now, we're getting Ultimate MK3 (a decent improvement over MK3), while a couple of other systems are getting Mortal Kombat Trilogy. Perhaps SNES carts can't hold enough memory to handle Trilogy. Even so, I wouldn't want to buy UMK3 knowing that a better MK package exists. The game and moves are pretty much all there. Of course, the characters are small, and the color palette sucks, but hey, we're talking about an old machine here! I recommend this to MK fans who may have missed Mortal Kombat 3.

UMK3 is the best MK game to hit the Super NES. So why the less-than-perfect score? Well, if you bought MK3 a year ago, you might not be too crazy about plunking down more cash for this slightly enhanced version. It gives you four of the nifty characters (Jade Raptor, Scorpion and Kitanah) that weren't available in MK3, plus four openly playable fighters that were secret combats before. You also get all the combos some were left out of MK3), as well as the new, yet cheap, auto combos. UMK3's graphics are sharp, with slightly larger fighters than in MK3. The only thing missing from the arcade is the four-armed Sheeva.

Hmmm, I haven't found a good justification for buying this overdone game. It's almost as bad as Street Fighter now, but if you haven't invested in 32-Bit hardware, and don't own any of the Mortal Kombat games, this is the one to get. The sheer number of characters is appealing. Hey! Where's Sheeva?!, and the game engine is pretty close to the original. One big problem of UMK3 is that the computer AI is pathetic against certain characters. To win, the computer must pull off impossible counters to valid player attacks, and that's never been a good substitute for solid programming. Good rental!

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	8	4	8

GENESIS

ARCADE GREATEST HITS

WILLIAMS



CATEGORY: CLASSICS COLLECTION

BACK-UP: NONE

BEST FEATURE: FIVE GAMES IN ONE

WORST FEATURE: ROBOTRON'S CONTROL

ALSO TRY: MS PAC-MAN

Even though Williams didn't approach this one like an afterthought, I wonder why it took so long to come to the Genesis. Let's face it, the graphics are nothing spectacular—they're not meant to be. As far as being like the original arcade versions, Arcade Classics does very well. All of the games look like the originals and have perfect control. The sound is also right-on. Although the Game Selection Screen is far from being the most important part of the game, the Title Screen looks pretty lame—like they didn't take much time on it. This 16-Bit version of the game doesn't include Bubbles, but this wasn't a big deal to me.

In an old man voice: "Back in my days, we didn't have those fancy dancy graphics. High scores were what made a man a man!" This Williams' compilation is sweet. It's a must-buy for anyone looking for an easy cartridge to get into. The best part of this cart is that you can play for a few minutes, or you can play for a few hours. Either way, you'll have fun. Robotron is the best, though you'll definitely need a six-button controller to play properly (and even so, it's a hard game). My only question to Williams is, "Why did you leave out Bubbles?" Defender 2 should have been dropped for Bubbles for greater variety.

Just alone almost makes this fantastic arcade compilation worth buying, although the other four titles certainly don't hurt. ACH perfectly duplicates its five arcade classics (which shouldn't be any great technical accomplishment, but it's nice to see Williams coming through where it counts). The cart is missing Mr. Bubbles, which was included in the PlayStation version. Still, the loss of one game is a small price to pay to get perfect versions of the other five. You will need a six-button joystick to play Robotron, though, since the three-button pad makes it way too difficult to aim your shots (and Robotron's hard enough as it is).

I never would have thought the Genesis could pull off these games! True, none of them require more power than 16-Bit, but I didn't expect such a complete translation that accurately mimics the arcade experience of yesterday. Only the omission of Bubbles was disappointing, and I can live without that game to get my hands on a portable, yes, portable, using the Nomad. A great system in its own right (version of Sinistar I've loved). Just, Robotron and Defender. Defender II was never my style. It's still a great port, though. Only one statement sums up this cool game collection: "Beware! I Dwell!"

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6	6	7	10

Shawn

Dan

Crispin

Sushi-X

KA-CHING!



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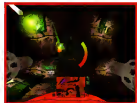
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**MACHINE
HEAD**



GO WHERE NO MAN
HAS EVER COME
BUT ALIVE NOTICE
WE SAID "MAN"



IF THE GAME GRAPHICS
DON'T BLOW YOU AWAY,
ONE OF THESE WILL...



TREASURE SEEKING,
PUZZLE SOLVING, ALLIGATOR
WRESTLING, AND STILL TIME
FOR A FIGHT.



SOMETIMES, HAVING A



Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



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NOTHING LIKE A
LITTLE SWIM BEFORE
PENDING OFF A PACK
OF WOLVES



KILLER BODY JUST ISN'T ENOUGH.

NOT EVERYONE SEES
A BRIGHT LIGHT
JUST BEFORE DYING
(LUCKY STIFFS)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.



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MORTAL KOMBAT TRILOGY

SYSTEM: Nintendo 64 PUBLISHER: Williams Entertainment

KILLER
CODESGAME SHARK
CODES

-by Interact Accessories

PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Beyond the Beyond—

Infinite Cash:
80103864 FFFF
Quick Level Gain P1:
801148F0 FFFF
Quick Level Gain (Anne):
80114A78 FFFF
Quick Level Gain (Percy):
80114B00 FFFF
Quick Level Gain (Samson):
80114B88 FFFF
Quick Level Gain (Edward):
80114C98 FFFF

Casper—

Infinite Health:
8007F01C 0064
8007F02C 0064
Brass Key:
8007EA28 0001
Iron Key:
8007EA2C 0001

Final Doom—

Map:
800AB3AC 0001
Rapid Fire:
800AB3FB 0001

(continued on p. 108)

CHEAT SHEET

DON'T USE UP CONTINUES

POWER TRIP

When it says "Finish Him," press Start on pad two. Have both players choose fighters. Have P1 beat P2. You'll continue a 1P game with all of your continues.

Start a one-player game. Choose your player at the Character Select Screen. Now when you have been defeated and it says, "Finish Him," press Start on the second player's controller. Back at the Character Select Screen, choose a character for players one and two. It doesn't matter who you pick. Have player one defeat player two. After you do this, continue a one-player game, and you will have all of your continues intact. Now you can keep doing this trick to get through the game without worry of losing any continues.



As soon as you are defeated, press Start on controller two.



Choose a normal match against another human player.



Back at the Character Select Screen, choose any players.



Have player one defeat player two. Continue a one-player game.



All of your continues will be intact after you do this.



Repeat this trick to continue playing as long as you want!

BOGEY: DEAD 6

SYSTEM: PlayStation PUBLISHER: Sony Computer Entertainment

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right.

CHEAT SHEET

ACCESS ALL FIGHTERS

POWER TRIP

At the Fighter Selection Screen, enter the code: Left, Left, Right, Down, Up, Down, Right, Select. This will give you access to all the fighter jets!

Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!



All of the fighters will now be available for you to choose!



At the Plane Selection Screen, enter the code with controller one.



Choose a high-attribute plane to get you through the missions.



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Five Time World
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- Four different action packed games:
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- Play six balls simultaneously.
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Interplay
BY GAMERS. FOR GAMERS.™

01:00:13:06

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01:00:14:21

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PSYGNOSIS™

01:00:14:27



01:00:16:03



MORTAL KOMBAT TRILOGY

SYSTEM: PlayStation PUBLISHER: Williams Entertainment

KILLER CODES

GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(PlayStation Codes Continued)

Final Doom—

Shotgun:
800AB388 0001
Shotgun Shells:
800AB3A8 03E7
Super Shotgun:
800AB38C 0001
Rocket Launcher:
800AB394 0001
Rockets:
800AB3B0 03E7

King of Fighters '95—

Infinite Health P1:
8008B454 00CF
800BCFA0 00CF
Infinite Health P2:
8008B5B8 00CF
8008CFAZ 00CF

Project Overkill—

Infinite Health P1:
800997B6 0184
800997DA 0084
Infinite Ammo:
800997DC 0484
800997DE 0084
Green Key:
8005BDA0 0001

Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Do not try to modify these codes because they are supposed to be entered as shown here:

Master Code for all games—

F6000914 C305
B6002800 0000

CHEAT SHEET

THE SECRET CHAMELEON

POWER TRIP
Choose Human Smoke. Press and hold Left+High Punch+High Kick+Block+Run simultaneously until the match begins to get Chameleon!

At the Player Select Screen, choose Human Smoke. Now, before the round begins, hold Left+High Punch+High Kick+Block+Run at the same time. (For player two, hold Left+Right instead of Left.) As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.

Curt Warner, Davenport, IA



At the Player Select Screen, choose Human Smoke. Press and hold Left+High Punch+High Kick+Block+Run at the same time.



Smoke will be replaced with Chameleon, the transparent fighter! He will randomly change into all of the other ninjas!

TIME COMMANDO

SYSTEM: PlayStation PUBLISHER: Activision

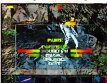
This code will give you three continues to help you survive in the game. To do this, start a game and at any point, press Start to bring up the Pause

Menu. Now, move down, highlight the "Sound FX" Option and enter the following code: Triangle, Square, Circle, X, Triangle, Circle, Square, X, Triangle, Square, Triangle. You will hear a noise and you'll see three triangular symbols appear at the top of the screen. Now you have an advantage to beat the game!

CHEAT SHEET

THREE CONTINUES

POWER TRIP
At any time during the game, press Start to bring up the Pause Menu. Put in Triangle, Square, Circle, X, Triangle, Circle, Square, X, Triangle, Square, Triangle.



You will hear a sound. Move up and continue the game.



Highlight "Sound FX" in the Pause Menu and do the code.



Three triangular symbols will appear. You have three continues!

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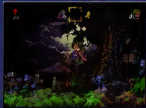
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KILLER CODES

GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(Saturn Codes Continued)

Refer to the bottom of page 108 for the Master Code to be entered before you put these passwords in.

Alien Trilogy—

Auto-Mapper: 1606CE28 0084
Shotgun Shells: 1606CE32 0028
Shotgun: 1606AAFE 003C
Infinite Batteries: 1606CE42 0001
Infinite Charges: 1606CE40 0002
Acid Vest: 1606CE2A 0064
Pulse Rifle: 1606AB02 0001

Battle Monsters—

Infinite Health P1: 160377F0 0064
Infinite Health P2: 160378F8 0064

Robo Pit—

Infinite Health P1: 1609D698 0090
1609D6E8 0090
Infinite Health P2: 160A09EA 0090
160AA7EA 0090
No Health P2: 160A09EA 0000
160AA7EA 0000

Three Dirty Dwarves—

Infinite Skills on Normal Difficulty: 1604B85E 0007

World Series Baseball II—

Home Team Wins: 160F419A 0032
Away Team Wins: 160F41BA 0032

STREET FIGHTER ALPHA 2

SYSTEM: Saturn

PUBLISHER: Capcom of Japan

CHEAT SHEET

SUPER AKUMA

POWER TRIP

At the Player Select Screen, hold Start and do the code as shown to get Super Akuma!

Super Akuma has been found on the Saturn! To access him, highlight Akuma on the Player Select Screen. Hold Start and move Down, Down, Right, Down, Right, Down, Down, Left, Down, Left, Down. Then press any Kick or Punch button and let go of Start.



With Super Akuma you will notice a difference in speed.

VIRTUA FIGHTER KIDS

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET

COMBO MASTER MODE

POWER TRIP

At the Player Select Screen, you can choose any character. On the Normal/Kids sub-menu, press Up 10 times to get the Combo Master Mode.

Pick any character you want from the Player Select Screen. On the Sub-Menu (with Normal and Kids Option),

press Up 10 times. The words Combo Master Mode will appear across the lower boxes. **Jon McClellan; Panams City, FL**



Choose any character at the Player Select Screen.



On this sub-menu, press Up 10 times for the Combo Master Mode.

BOGEY: DEAD 6

SYSTEM: PlayStation

PUBLISHER: Sony Computer Entertainment

CHEAT SHEET

ACCESS ALL MISSIONS

POWER TRIP

Choose "Mission" from the Game Menu. At the Mission Select Screen, press Up, Down, Down, Right, Left, Down, Up, Triangle.

Right, Left, Down, Up, Triangle. Once you hear the shout, it will confirm that the code was entered correctly. Now the higher level missions will be available for you to choose. Even though the missions will be more difficult, the rewards will be greater when you access these levels.



At the Game Menu, access the "Mission" Option.

From the Game Menu, choose the Mission Option. At the Mission Select Screen, press the following buttons in this order: Up, Down, Down,



At the Mission Select Screen, enter the code with pad one.



You will be able to access more missions when you do this code.

I WOULD BE
HONORED
TO BREAK
YOUR
FACE

Hope you aren't too attached to your nose. Play Street Fighter Alpha 2 for your Super NES[®] and you have a good chance of having it rearranged. Ryu, Ken and Chun-Li are back along with over a dozen more characters, all spoiling for a fight. Custom Combos, new Super Moves and Alpha Counters give you a fighting chance. Almost. You can bet some things going to get broken first.

TEEN
T
AGES 13+



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

STREET FIGHTER ALPHA 2

SYSTEM: Saturn

PUBLISHER: Capcom of Japan

KILLER CODES

TIME COMMANDO

-by Activision
for PlayStation

Here are some strategies provided by Activision that will help you with the locations of secrets and certain characters.

World: Pre History

Level 1: Find the knife in the bushes immediately after you kill the first caveman.

Use the knife that you found to kill the sabretooth tiger. Be careful of his claws or else he will skin you instead.

Location: Right after you fight the first two cavemen.

Level 2: Ever try to fight a caveman with a spear and a sabretooth tiger both at once? You must be nimble on your feet and fight fire with fire. Use the spear.

Location: After you jump the gorge and visit the first virus station.

World: Rome

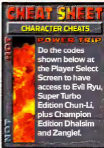
Level 1: A beautiful Roman woman welcomes you to Rome. Life is pretty good. But what is that behind her back? It doesn't look like roses to me!

Location: The very beginning of Level One.

Level 2: Toral Toral Toral! Have you always wanted to be a matador? Always wanted to be the center of attention? Use the trident and shield to defeat this bull in the arena.

Location: At the end of Level Two in the arena after you defeat the two guards in there.

(continued on p. 718)



At the Player Select Screen, do the codes as shown:

Evil Ryu: Highlight Ryu. Hold Start and move Right, Up, Down and Left. Then press any Punch or Kick button and let go of Start (Press Forward, Down, Down-Forward+ x3 Kick or Punch for his teleport move. Do it the opposite way to go backward).

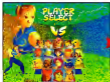
Super Turbo Edition Chun-Li: Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of Start.

Champion Edition Dhalsim: Highlight Dhalsim. Hold Start and move Left, Down, Right, Up. Then press any Kick or Punch button and let go of Start.

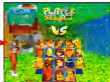
Champion Edition Zangief: Highlight Zangief. Hold Start and move Down, Left, Left, Left, Left, Up, Right, Right, Right, Right, Down. Then press any Kick or Punch button and let go of Start.



For Evil Ryu, highlight Ryu and hold Start. Do the code as shown to the left. Press a Punch or a Kick button.



Highlight Chun-Li and hold the Start button for about five seconds. Press a Punch or Kick button. You'll get her S.T. outfit!



To access Champion Edition Dhalsim, highlight Dhalsim and hold Start. Do the code as shown. Then press Punch or Kick.



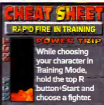
To play as Champion Edition Zangief, highlight Zangief and hold Start. Do the code as shown and press Punch or Kick.



STREET FIGHTER ALPHA 2

SYSTEM: Saturn

PUBLISHER: Capcom of Japan



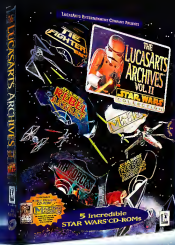
Access the Training Mode, and when you get to the Character Select Screen, press and hold the top R button+Start while you choose your character. Then let go and pick your computer opponent. When the match begins, you can hold any button that does a move and it will automatically be in Rapid Fire Model!



Holding any button will give you rapid fire for that button.

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GUTS,

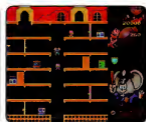


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STREET FIGHTER ALPHA 2

SYSTEM: PlayStation PUBLISHER: Capcom

KILLER
CODESTIME
COMMANDO
(CONTINUED)-by Acevision
for PlayStation

World: Japan

Level 1: Fight a ninja! After you defeat the two karate experts, get ready for the two ninjas but be careful of their ninja stars. You can even the odds by finding a Samurai Sword before you cross the bridge.

Location: In the garden in the beginning of Level One.

Level 2: The old samurai with two blades, well, you must use your trusty blade quickly, or he will turn you into sushi.

Location: After you defeat the two karate masters in the studio and you cross the bridge with the spiked rolling logs.

World: European
Middle Age

Level 1: The Silver Knight. His sword is mighty and swift. Grab the knight's sword outside of the crypt before you go into his crypt to even the odds. He is stronger but you are smarter.

Location: After you find the knight's sword outside his lair where the two guards with swords are guarding him.

Level 2: You can't beat the knight? Slay the sorceress and see how easy defeating the knight can be.

Location: After you walk up the stairs from the courtyard, and after you beat the two guards with the maces.

(continued on p. 120)

CHEAT SHEET

CHARACTER CODES

POWER TRIP

S.T. Chun-Li:
Hold Start for five seconds.
Super Akuma:
Hold Start and press Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

At the Player Select Screen, do the codes as shown:
Super Turbo Edition Chun-Li:
Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of Start. (This Chun-Li does her fireball by holding Back, then pressing Forward on the pad with a Punch button.)

Super Akuma:
Highlight Akuma. Hold Start and move Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. Then press any Kick or Punch button and let go of Start. (The new Akuma is faster and can do



Highlight Chun-Li and press Start for about five seconds.



She will appear with the Super Turbo outfit for a classic fight!



For a more powerful Akuma, highlight him and do the code.



After ending the trick with a punch or kick, he will appear!

a double fireball in the air [Jump and press Down, Down-Forward, Forward+Punch]. He is also much faster with every move. One of his Level 3 super attacks can even go across the screen now [Jab, Jab, Right Short, then Fierce when facing right].



Super Akuma now has Double Air Fireballs to destroy his foes.

TIME
COMMANDO

SYSTEM: PlayStation PUBLISHER: Activision

Here is a code that will allow you to fight in a special stage. You will battle against yourself in a boxing arena. At the Main Menu, move down

CHEAT SHEET

FIGHT YOURSELF

POWER TRIP

At the Code Screen, enter the password, COMMANDO. This will transport you to a boxing ring where you will have to fight your alter ego to the death in a match.

and highlight the word, "Code." This will bring you to the Password Screen. Enter this code in the middle of the screen: COMMANDO. After you enter it, press the X button and you will be warped to a new stage where you will have to fight yourself in a boxing ring!

Mickey Man; Flushing, NY



On the Password Screen, enter the word COMMANDO.



At the Main Menu, highlight the word, "Code" and enter it.



You will be warped to a stage where you'll fight your clone!

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SEGA SATURN™



PlayStation

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OF THE

KING OF FIGHTERS '95

SYSTEM: PlayStation PUBLISHER: Sony Computer Ent.

KILLER CODES

TIME COMMANDO (CONTINUED)

-by Activision for PlayStation

World: Conquistador

Level 1: Hell hath no fury like a woman scorned... especially if she has a sword in her hand. Down in the ship there is a beautiful woman waiting with a sword. She is an excellent swordswoman. It is suggested that you bring a sword or a halberd.

Location: Inside the ship after you defeat the two guards with halberds.

Level 2: Beware of flying Aztecs. They are both light and deadly on their feet.

Location: After you defeat the spiders in the courtyard.

World: Wild West

Level 1: Remember the phrase, "Never bring a knife to a gunfight?" Well, this time the odds are not in your favor. Beat up the sleeping bandito and take his weapon. Go inside the saloon, shoot the poker player and grab his shotgun. The odds of you surviving in this town depend heavily on this.

Location: In the saloon located on the left side of the town when you start the level.

Level 1 (more): Trouble with banditos? Banditos with dynamite? Use your shotgun to get rid of these pesky varmints!

Location: After you defeat the Indians on the ridge, at the end of level one.

(continued on p. 121)

CHEAT SHEET

PLAY AS THE BOSSES

POWER TRIP

Choose Team Play from the menu. When asked to Edit, pick "Yes." Hold Start and enter Up+Circle, Right+Square, Left+X and Down+Triangle.

At the Game Select Screen, move the arrow to the Team Play Option and select it. When the screen appears that asks if you want to Team Edit, choose "Yes." On the Character Select Screen, press and hold Start. While holding it, press Up+Circle, Right+Square, Left+X, then Down+Triangle. Two new character boxes will appear, making the Bosses of the game playable! Here is a listing of their moves:

Kunsanagi:

- ▼▲ +X or Square;
- ▼▲▼▲ +X or Square;
- ▼▲▼▲ +X or Square;



Choose Team Play from the Game Select Menu.



Omega Rugal and Saishu Kunsanagi will appear!

- Special: ▼▲▼▲▼▲▼▲ +Square
- ▼▲▼▲ +X or Square;
- ▼▲▼▲▼▲ +X or Square;
- ▼▲▼▲▼▲ +X or Square;
- ▼▲▼▲▼▲ +Circle or Triangle;
- ▼▲▼▲▼▲ +Circle or Triangle;
- Special: ▼▲▼▲▼▲▼▲▼▲ +Square+Circle.

Olaf Martinez; Houston, TX



Pick "Yes" when asked to Team Edit. Then do the code.



Choose the Bosses to be on your team to ensure a win.



Master the Bosses for the ultimate fighting experience!

BLAST CHAMBER

SYSTEM: PlayStation PUBLISHER: Activision

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle.

CHEAT SHEET

INFINITE LIVES

POWER TRIP

At the Main Menu, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Choose the Solo Survivor option from the Games Menu to have infinite lives.

Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option.

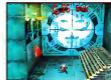
Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!



In the Games Menu, choose the Solo Survivor Mode.



When you're at the Main Menu, do the code on controller one.



Now you will notice that your lives counter will stay at three!

TRICKS OF THE TRADE

KILLER CODES

TIME COMMANDO (CONTINUED)

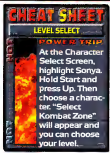
—by Activision for PlayStation

World: Modern War
Level 1: After you defeat the soldier in the bunker, grab the pack of hand grenades he was sitting on.
Location: In the bunker at the beginning of level one.

(continued on p. 122)

MORTAL KOMBAT TRILOGY

SYSTEM: PlayStation PUBLISHER: Williams Entertainment



Start a game and highlight Sonya on the Character Select Screen. With Sonya highlighted, hold Start and press Up. Then choose your character and a screen that says, "Select Kombat Zone" will appear. Press Left or Right on the directional pad to switch the



Highlight Sonya and hold Start. Press Up.



Choose your character and "Select Kombat Zone" will appear.



By pressing left or right, you will be able to choose them.



You will be warped to the level of play that you chose!

level on the bottom of the screen. Choose it and you will

be warped to that level!
Pat Dolan; Rockford, IL

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NFL QUARTERBACK CLUB '97

SYSTEM: PlayStation PUBLISHER: Acclaim

KILLER CODES

TIME COMMANDO (CONTINUED)

—by Activision for PlayStation

Level 2: Does the fat man in the subway look familiar? He may look nice and familiar, but his cigars can kill.
Location: In the middle of the second level, after the bridge with all the bazooka guys on it.

World: Future

Level 1: Ever been trapped in the elevator with a beautiful woman? How about a beautiful, evil woman with two sharp sabres who is trying to kill you? Stay a distance away and shoot her.
Location: After the two flying guards, after you go down one floor on the elevator.

Level 2: Yes, the mech monsters are cute and cuddly but really aren't very friendly. Use your yo-yo weapon against the three you meet as you depart your spaceship.
Location: At the beginning of the second level, right as you get off the spaceship.

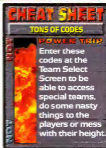
BLAST CHAMBER

—by Activision for PlayStation

Here are some multiplayer strategies provided by Activision to help you out in certain levels of this game.

Wind of Death: Most of the fatalities in this chamber come from players being lifted by the fans and slammed into the ceiling spikes...

(continued on p. 124)



These codes will either give you some great advantages for your team, or they are just funny to see! To do these tricks, go to the Team Select Screen and enter the following for various results:

- Pro Bowl Teams:** L1, L1, L1, Triangle, L1, L1.
- Land Mines:** L1, L1, L1, R1, L1, L1.
- Slippery Ball:** L1, L1, L1, L2, L1, L1.
- No Fumbles:** L1, L1, L1, R2, L1, L1.
- Off Day:** L1, L1, Triangle, R2, L1, Triangle.
- Big Boys:** L1, L1, R1, Triangle, L1, R1.
- Small Guys:** L1, L1, R1, R1, L1.



Enter all of the codes at the Team Select Screen.



You will be able to access all the special company teams.



Being a three-foot-high linebacker isn't very easy!



Enter the Land Mines code if you want a good laugh!

- R1.**
- Throw 100 Yards On Bomb Zone Play:** L1, L1, R1, R2, L1, R1.
- Speed Up Game:** L1, L1, L2, L2, L1, L2.
- Special Teams:** L1, L1, L2, R2, L1, L2.
- Team Power Boost:** L1, L1, R2, Triangle, L1, R2.

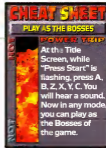


You can size the teams up with the Big Boys code!

BATTLE ARENA TOSHINDEN URA

SYSTEM: Saturn PUBLISHER: Sega

At the Title Screen while "Press Start" is flashing, press this key command: A, B, Z, X, Y, C. You will hear a sound to confirm that the trick worked.



Press Start to get to the Main Menu of the game and choose either a one-player game, Vs. Human or Vs. Computer, and you will see that you can choose from two more characters: Replil and Wolf. Now you can try to beat the game by playing as the Bosses!



At the Title Screen, with "Press Start Button," do the code.



Choose any fighting option at the Main Menu Screen.



You will be able to pick from the Bosses, Wolf and Replil

DECATHLETE

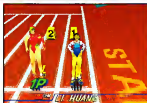
SYSTEM: Saturn PUBLISHER: Sega

CHEAT SHEET

HOP ON ONE LEG

POWER UP TIP

From any mode in the game, choose the 100 meter dash. When the announcer says your name and course number, press Up, Left, Down, Right, X.



As soon as your name and course are announced, do the code with pad one.



After the race begins, your character will hop on one foot to the finish line!

This trick will let your character hop on one leg to the end of the finish line in DecAthlete. At the Select Mode Screen, choose the Arcade, Decathlon or Practice Option and begin the 100 Meter Dash. As soon as the announcer starts to say your course number and name, press the following buttons on controller one: Up, Left, Down, Right, X. When the race begins, your chosen character will begin to run, but then the character will start hopping on one leg until

he/she reaches the finish line. You still have a chance to win the race, as this does not slow your character down in any way.

TOKYO HIGHWAY BATTLE

SYSTEM: PlayStation PUBLISHER: Jaleco

CHEAT SHEET

MAX OUT YOUR POINTS

POWER UP TIP

Immediately after the opening demo finishes, press L1, L2, R1, Start+Down simultaneously on controller two. Hold them until the Title Screen.



You have now maxed out your number of points. You can upgrade with no problem!

Now you can max out your point total to achieve better parts for your supercar. Just press and hold: L1, L2, R1,

Start and Down simultaneously on controller two, right after the opening demo is over. Keep holding these buttons until the title appears at the Main Menu Screen. Begin a game and check out the number of points you have accessed!

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GUARDIAN HEROES

SYSTEM: Saturn PUBLISHER: Sega

KILLER CODES

BLAST CHAMBER (CONTINUED)

—by Activision for PlayStation

This is actually extremely easy to avoid. Just stay away from the middle of the fan belt. When you have to cross the fans, run along the front of the chamber or the back of the chamber—*never in the middle*. Also, try waiting until one of your opponents goes near the middle of the fans (to score or get the crystal) then push them onto the fans. They'll never know what hit them!

Radioactive: When you have the crystal, jump on the 180-degree kicker, and don't move in the air. You should land right on the reactor platform to score. When your opponent has the crystal and is just about to jump on the 180-degree kicker to spin the chamber and attempt to land on the platform, hit the switch on the platform, hit the switch on the chamber floor. As they fall, they will find more than just a reactor waiting for them...they'll find a big stream of plasma, warming their toes and reducing 'em to very tiny pieces. Also, as an added bonus, use the Crystal Bomb whenever your opponent gets the crystal. Then, refuse to spin the chamber until they blow up.

Tenderizer: Here's a chamber where you can help your opponents to really rack up the deaths. First of all, just forget about the crystal for now. Let the other players fight over it. You should jump over the spiked wall/Tenderizer, run past... (continued on p. 124)

CHEAT SHEET

TOTAL CHEATER MODE

POWER TRIP

Follow the instructions as listed below to access some awesome switches that let you cheat in many ways throughout the game!

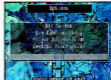
There were tricks for the Japanese version, but now it's our turn. To access the debugging features in this game, choose "Option Mode" from the Title Screen. When the Options Menu appears, highlight "Exit" and hold the X, B and Z buttons. While holding these, press and hold Down on the pad and quickly press the A button while the "DIP Switch" Option is highlighted. (Note: You must press the A button before the cursor starts to move down again.) Once you've done this correctly, you will find three new options at the DIP Switch Menu. Turn the "Enemy Level Disp." Option on to see the experience levels of every enemy in the Story Mode. With the "Next Exp. Disp." Option on, you'll get a "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" Option. Turn this on to gain access to the following features.

A "Test Mode" Option will appear at the Options Menu, allowing you to see any of the game's seven different endings.

In Story Mode, when the Character Setup Menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings. A Stage Select Menu will also appear af-



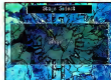
Choose the "Option Mode" from the Title Screen.



When the Options Menu appears, do the trick.



New options will appear in the DIP Switch Menu!



In Story Mode, you can choose your starting stage.



You will begin at Level 200, plus you'll have 200 bonus points.



Turn on all the new options on and you'll see your Karma points.

you choose your character.

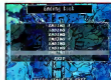
In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing UP (Don't press Down with this code or you'll die.)

In Story Mode, you can skip to different scenes in the game using the following commands:

Hold R and press Start to skip ahead one event, R+A and Start to skip two events, R+B and Start to skip three, R+C and Start to skip four, L+R and Start to skip back one event, L+R+A and Start to skip back two events, L+R+B and Start to skip three, and L+R+C to skip four.

In Vs. Mode, you can choose from any of the 45 different characters, including heroes and enemies from the entire game.

In Story and Vs. Mode, if you pause the game and tap the L button, you will see



With Debug on, go into the options and test the endings!

boxes drawn around the characters that show how the game's collision detection works. If an enemy touches the box, it registers a hit. If you pause and press the L button a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.

If you have both the "Debug" and the "Next Exp. Disp." Options turned on, the red and black meter in Story Mode will display your karma points instead of experience points.

DECATHLETE

SYSTEM: Saturn PUBLISHER: Sega

CHEAT SHEET

TUMBLE RACE

POWER TRIP

From any mode in the game, choose the 100 Meter Dash. After the announcer says your name and course number, press Left, Right, Left, Right, X.



As soon as your name and course are announced, do the code with pad one.



Your character will roll into a ball and tumble toward the finish line!

This trick will let your character roll to the end of the finish line in DecAthlete. At the Select Mode Screen, choose the Arcade, Decathlon or Practice Option and begin the 100 Meter Dash. As soon as the announcer starts to say your course number and name, press the following buttons on controller one: Left, Right, Left, Right, X. When the race begins, your chosen character will begin to run, but then the character will crouch into a ball and roll until

he/she reaches the finish line. You still have a chance to win the race, because your character will not be slowed down with the use of the trick.

PROJECT OVERKILL

SYSTEM: PlayStation PUBLISHER: Konami

CHEAT SHEET

REPLENISH TRICK

POWER TRIP

Press Start in a game. When paused, highlight Review Mission. Hold Square and press Circle, X, Triangle. Release and hold Circle and press Square, X, Triangle.



The word, "Cheater" will appear at the top of the screen. Your life will be 200! option, Review Mission. Now hold down the Square button and press: Circle, X, Triangle. Then release the Square button then hold down Circle and press: Square, X, Triangle. If done correctly, Cheater should appear at the top of the screen, and your life meter will replenish.

Begin your game and when you are low on life, press Start. A menu will appear, in which you need to highlight the last

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the hard core sequel!

MORTAL KOMBAT TRILOGY

SYSTEM: PlayStation

PUBLISHER: Williams Ent.

CHEAT SHEET

SECRET KONFIGURE MENU

POWER TRIP

To get the Secret Konfigure Menu, Go into the Options Screen and highlight a box. Hold the top four L and R buttons and Up until you hear a "Boom."

This awesome trick will let you access a Secret Konfigure Menu which gives you five extra options to choose from. On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the top four L and R buttons. With these held, hold Up. The game will make a noise and the screen will shake. Now you may access the Secret Konfigure Mode that will let you turn on or off these special options:

One-Button Fatalities: The top four buttons are now used



Highlight and select the Options Menu from this screen.



Then hold Up and the question mark will be selectable.

to give you opponent fatalities, babalities, brutalities, etc. **Instant Aggressor:** The Aggressor meter comes up very quickly in the game. **Normal Boss Damage:** The Bosses are harder to kill. **Low Damage:** It's harder to kill any opponent. **Health Recovery:** You will recover energy in the game.



Highlight one of the boxes and hold the top four L and R buttons.



The Secret Konfigure Screen will appear with the options.



Use the top buttons to do a one-button fatality. It's awesome!

TIME COMMANDO

SYSTEM: PlayStation

PUBLISHER: Activision

CHEAT SHEET

FULL HEALTH

POWER TRIP

On the Pause Menu, move to Sound FX. Now enter X, Triangle, Triangle, Circle, X, Triangle, Circle, Square, Square, X. Now your player's health will be full.

This code will give your character full health to help you survive in the game. To do this, start a game and at any point, press Start to bring up the Pause Menu. Now move



When you're low on health at any point, press Start.

down, highlight the "Sound FX" Option and enter the following code: X, Triangle, Triangle, Circle, X, Triangle, Triangle, Circle, Square, Square, X. You will hear a noise to confirm that it worked. Now your life meter will be filled back up. You can do this at any point in the game.



Move to Sound FX and enter the code. Now, just continue.



Your player's health will move back up to full. Do this any time you want.

MADDEN NFL 97

—by Electronic Arts for PlayStation

To view all the cinemas in this game, just enter this simple code when you boot up your game. When you turn on your PlayStation, press and hold R1. Keep holding it until the hidden Cinema Screen appears. You will then have the opportunity to choose from several different cinemas to view including the winning and losing cinemas, the Super Bowl and the Tournament cinemas and even the production company cinema! A few of them are pretty impressive!

Trickman Terry's Reference Guide

This guide will give you a reference to all of the game codes printed within the last six months of Electronic Gaming Monthly.

Agile Warrior F-111X (PS)

8/96

Battle Arena Toshinden 2 (PS)

9/96

Battle Arena Toshinden Remix (Sat)

7/96, 8/96

Black Fire (Sat)

6/96

Bladeforce (3DO)

10/96

Bogey: Dead 6 (PS)

11/96

Bust A Move 2 (PS)

8/96, 9/96

Captain Quizzer (3DO)

7/96

Clockwork Knight 2 (Sat)

10/96

College Slam (Super NES)

7/96, 9/96

Cyberia (PS)

6/96

Cyberspeed (PS)

9/96

DecAthlete (Sat)

11/96

Descent (PS)

11/96

Die Hard Trilogy (PS)

11/96

Donkey Kong Country 2: Diddy's Kong

Quest (Super NES)

9/96

Earthworm Jim 2 (Sat)

11/96

Earthworm Jim 2 (Super NES)

6/96

Game Guru (3DO)

11/96

GEX (Sat)

6/96

GEX (PS)

9/96

Goal Storm (PS)

6/96, 7/96

Golden Axe: The Duel (Sat)

10/96

Guardian Heroes (Sat)

8/96

Gun Griffon (Sat)

10/96, 11/96

Gunship (PS)

10/96

Hang-On GP (Sat)

7/96

The Hive (PS)

11/96

The Horde (Sat)

6/96

International Track and Field (PS)

10/96

In the Hunt (PS)

7/96

Iron Storm (Sat)

9/96

Jumping Flash! (PS)

8/96

King of Fighters '95 (Sat)

8/96

Lemmings 3-D (PS)

6/96, 11/96

Namco Museum Vol. 1 (PS)

7/96, 11/96

Namco Museum Vol. 2 (PS)

11/96

NBA Shoot Out (PS)

7/96

Need for Speed (PS)

6/96, 7/96, 9/96, 10/96

Need for Speed (Sat)

11/96

Night Warriors: DarkStalkers' Revenge (Sat)

6/96

NFL Quarterback Club '96 (PS)

9/96

PilotWings 64 (N64)

10/96, 11/96

Pocahontas (Gen)

8/96

PO'ed (PS)

7/96, 8/96

Power Pigs of the Dark Age (Super NES)

7/96

Prehistoric Man (Super NES)

7/96

Primal Rage (PS)

7/96

The Raiden Project (PS)

6/96

Resident Evil (PS)

8/96, 10/96

Return Fire (PS)

8/96

Rise 2: Resurrection (PS)

6/96

Robo Pit (PS)

11/96

Separation Anxiety (Super NES)

6/96

Shellshock (PS)

8/96

SimCity 2000 (PS)

11/96

Skeleton Warriors (Sat)

11/96

Skeleton Warriors (PS)

10/96, 11/96

Slam 'N Jam '96 (PS)

8/96, 9/96

Solar Eclipse (Sat)

8/96

Sterblade Alpha (PS)

11/96

Street Fighter Alpha (PS)

8/96

Street Fighter Alpha 2 (Arcade)

8/96

Super Mario 64 (N64)

10/96, 11/96

Super Mario RPG (Super NES)

8/96

Tekken 2 (PS)

7/96

Tetris Attack (Super NES)

10/96, 11/96

Theme Park (Sat)

7/96

Triple Play '97 (PS)

9/96

Ultimate MK3 (Sat)

9/96, 10/96

V-Tennis (PS)

9/96

VectorMen (Gen)

6/96

Virtu: Fighter Kids (Sat)

11/96

Williams Arcade's Greatest Hits (PS)

7/96

Worms (PS)

10/96

X-Men: Children of the Moon (Sat)

7/96

(Look for the update in next month's
Tricks of the Trade!)

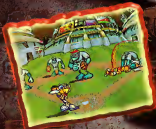


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PRESENATION

TOBIANO

AT THE GALAXY AMPHITHEATER

FIGHT OF THE CENTURY



ILLEGORA VS PHOJI

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WITH HEAD-DISPLACEMENT FOLLOW THROUGH.

★
DELIVERER OF THE QUASI-LEGAL
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★ UNDERCARD BIRTH ★



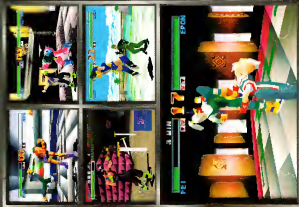
Ladies and Gentlemen, it's time for Total No. 1! A spectacle of the likes of which the fighting world has never seen, Full 360° 3-D movement that lets you in command of their debilitating moves. Grappling techniques that let you hold an opponent in place before delivering devastation. And for your further entertainment pleasure, we present the Dual Mode: A 100% delicate and unprecise 1:1 PG and fighting game hybrid that will not only prepare you for obnoxious with these intergalactic brawlers.

It all takes place right before your very eyes in Area 101, a most interdimensionally accursed anime art.

Total No. 1. Show Time: 8:00:30. 1-27 Standard Earth Time. Admission: 50,000 Moolmooen.

FINAL FANTASY VIII
FINAL FANTASY SERIES

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MARY VS BRAD

PEI VS EPON



REINVENTING THE GAME

STREET FIGHTER III BRINGS ON A NEW GENERATION OF FIGHTERS

Stand back, everyone! Capcom, the company that single-handedly paved the way for the fighting game frenzy, has finally learned to count (sorry, Capcom, it HAS been a loooooong wait for this one!). Street Fighter III is on the horizon, and we're ready! Our top dog, Ed Semrad, was on hand to grab some hot footage of a Street Fighter III demo tape, and we're going to analyze this baby to see if this sequel is worth the wait or if it's a case of too little, too late.

Now, I've got to hand it to Capcom, easily the most criticized fighting game developer in existence, for their patience in releasing Street Fighter III. Take a look at the time between the first Street Fighter and Street Fighter II, and you'll notice the vast difference in quality. Street Fighter II was light-years ahead of its predecessor: more choosable characters, more special attacks to learn, twice the graphics ability and an innovative game engine. That's a tall order!

Now let's look at the things we've come to expect from Street Fighter III. Over the



Ryu has returned, much older, wiser and still hungering for the ultimate challenge.



Ken Masters is also back, and sports his shaven locks and a serious attitude.

past few years, we've been teased with "modified" versions of Street Fighter II. Even the Street Fighter Alpha series didn't offer much in the way of innovation. Yes, each version was more "advanced" than the previous, but the similarities were too great and boredom ensued. This is the REAL challenge facing this new entry: How do you reinvent the game? On the following page, we take a good hard look at the footage we've gleaned so far, and pick out what makes it different. At this point, it's hard to tell if what we're seeing

is a further modification or a true sequel. The signs are good, however, that Capcom has done its homework. Here's a quick list of the improvements so far:

1. Huge, detailed characters
2. Anime-quality animation
3. Fluid, (non-pausing) gameplay
4. All-new cast of characters
5. Larger, interactive backdrops
6. Zooming camera views

This is only the beginning. Stay tuned for more information as it becomes available!

STREET FIGHTER III

PRE-SF (The Legacy of the Fighting Game)

SF

1983 1984 1985 1986 1987 1988 1989 1990

STREET FIGHTER TIMELINE —Where we've been, where we're going and how we'll get there.

AWESOME ANIMATION

With this new installment, Capcom has pulled out the stops to make Street Fighter a playable anime game. Street Fighter III has the most advanced animation of any two-dimensional, hand-drawn fighter ever. Many intricate details are apparent as shown in Ryu's Super Fireball. Note the detail in the animation frames to the right. You'll clearly see that this one motion has been painstakingly produced to give the effect of a massive power surge, flowing through Ryu in the form of a Super Fireball. (Note the wind trails.)



Even simple moves are highly detailed; the animation is near anime-quality.

INNOVATIVE CHARACTERS

Take a good look. This isn't just a kid's game anymore. This is the new generation. Ryu and Ken plainly have an older, wiser air about them, as this battle clearly takes place after the current Street Fighter series. New characters include a female ninja, a duo of nimble twins, a radical skateboarder and even a new Shotokan character, Sean, who is reminiscent of the current joke character, Dan. Perhaps his name will change to Dan over the course of the next few months. Not many returning characters are to be found in Street Fighter III.



More versatile fighting styles enter the ring with the all-new cast of characters.

MULTISCROLLING BACKGROUNDS

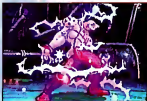
This new feature has expanded the fighting arena to the sky as well as farther to the left and right. As characters are launched high into the air, the "camera" zooms out to show more of the playing field. This radical change from the current Street Fighter games really packs a punch. It's not as revolutionary as it seems, considering many Neo-Geo fighting games have done this for years. Yet, with this advanced graphics engine, the effect is quite spectacular. The transitions are smooth, and bear none of the trademark clunkiness of older titles.



Now the playing field has expanded to scroll upward and outward for variety.

ENHANCED GAME ENGINE

Now considering the minimal footage we have of the game, I must say I am impressed. The fluidity of the gameplay shown "feels" right. The Super Combos seem less flashy and more effective, yet not overbearing. I've always had a feeling that the entire Super Combo System was not fully integrated into the play mechanics, as though it was an add-on someone thought of at the last minute. Now every attack is fluid. No annoying pause waiting for the Super Combos to perform, etc. This is exactly what a fighting game should be.



The entire Super Combo System has been reworked to bring back the magic.



KEY: SF-Street Fighter, SF2-Street Fighter II, SF2CE-Street Fighter II CE, SF2T-Street Fighter II Turbo, SSF2-Super Street Fighter II, SSF2T-Super Street Fighter II Turbo, SFA-Street Fighter Alpha, SFA2-Street Fighter Alpha 2, SFEK-Street Fighter EX, SF3-Street Fighter III

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- b) Some of the intruders.
- c) Just the intruders you don't like.
- d) Just the intruders who piss you off (like Yurias).
- e) Most of the above.



2. How are you going to trap and kill the intruders?

- a) Spike them from the wall.
- b) Crush them with the Stomp.
- c) Zap them with the Volt Cage.
- d) Use Mind Kill.
- e) Most of the above.



3. What are you seeking?

- a) Revenge.
- b) Vengeance.
- c) Redemption.
- d) Acquittal.
- e) All of the above.



3. Are you really...

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- b) A bad guy.
- c) A victim of circumstance.
- d) A wimp.
- e) All of the above.



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AMOA

Are driving games passing fighters as the arcade leaders?

This year's AMOA was held in Dallas. But unlike the puns associated with the southern state, the show was not very big. There were plenty of top games and new concepts, but only a few of the big fighting names that everyone drools over were on hand. What seemed to dominate this year's show floor were the

Gods is back and a lot better than before. With improved combos and playability, it definitely offers enhanced gameplay. X-Men Vs. Street Fighter was a surprise to some, however many had already seen this title at JAMMA. The fighting engine is geared toward the X-Men style which will provide a whole new dimension to playing SF characters.

Possibly the most sought-after game was VF3. Its utterly awesome graphics earned it a must-play rating as everyone made a beeline to Sega for the first hands-on test. What players found is a very similar fighting style to VF2 with the addition of the Dodge button and its ability to side skirt. However, in all their

ELVIS: POSING WITH "SCARED STIFF"



glory, these fighting masters were almost run over by the numerous simulation games: from driving to water skiing. Each game boasted some new features such as innovations in sound, steering, reaction, realism and tricks.

The big surprise was Atari's Rush. This is simply a great game with superb control and tons of extra paths and tricks. Not only was its quality and mere announcement a surprise but also the fact that Williams (who own Atari) unveiled Cruis'n The World.

Joining the race were several other titles including some Jet Ski simulators. Namco had Aqua Jet making its first appearance at a show, along with Wave Runner by Sega (a sit-down Jet Ski as opposed to the other two stand-up models) and Konami's Wave Shark, which is older and currently sold out.



numerous and very impressive driving and simulation games. There were several fighters available, but the anticipated Mortal Kombat 4, Tekken 3, Street Fighter III or EX were no-shows. They gave way to Virtua Fighter 3, War Gods and X-Men Vs. Street Fighter.

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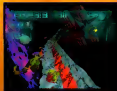
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MICROSOFT & ARISTO

NEW KIDS ON THE BLOCK

There were a couple new entries in the coin-op market at this year's show. One of these was Bill Gates' baby, Microsoft. Microsoft's motto is "Innovation through Standardization." What does this mean? They have teamed up with NANI (National Amusement Network Incorporated) to create the first arcade game with commercials. This new networked arcade game would allow a user to swipe a credit card and instantly access the Net, arcade games and in the future, banking and other ATM options. This will possibly set up a war of sorts. Will Midway be apprehensive about releasing an MK game on this system, especially if, right next to it and in the SAME CABINET, sits a Street Fighter: III? No one's quite sure what games will be programmed for this new Pentium-based system, but as of press time, WMS Industries has announced they will program SOMETHING for it.

The other new kid on the block is a company called "Aristo." They too will rely on the Net idea. They have three types of products, all trying to capture the age-old "fun factor" as opposed to "competing just to compete". PlayNet, TeamNet and TouchNet. PlayNet is a music application that can access thousands of titles via a network service; TeamNet is a network set of games, the first of which is a four-player Pong-type game where you bat an asteroid around and TouchNet is your connection to the Web if you want to surf at a bar or arcade location. All of these games help promote Aristo's idea of a "Global Party."

Publisher: Midway Category: Racing

CRUIS'N THE WORLD

Winner of the Most Innovative New Title award at this year's AMOA, Cruis'n The World was one of the most impressive games at the show. Its tracks from around the world include Egypt, Cape Canaveral, China and more! It also has an array of new cars, which look like F-10 pickups, Vipers, Humvees and more. You can also choose from several different colors.

However, some of the best improvements are in gameplay. The cars all handle extremely better in turns and just simple driving. You have new abilities such as wheelies, Ski Mode (flipping the car on two right or left wheels) and more. Also impressive are the number of



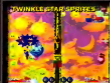
shortcuts now available. In the first game, there were a few areas you could cut through to gain placement and time (very important because the AI was smarter than most driving games you play). In this game they added a ton of new ones, all of which you'll need to learn if you want to take first



place in every race and eventually beat the game.

Marry of the new tracks are extremely impressive. In Hawaii, you'll go through a track that acts as a tunnel under the ocean. In Egypt and other sand levels, there are humps in the track that allow you to jump over two or three opponents for excellent placement. The game engine will be extremely familiar to previous Cruis'n players, since it is exactly the same. The music has been updated as well and rocks just as much as Cruis'n USA's did.





San Francisco RUSH EXTREME

Publisher: Atari Category: Racing

One of the big surprises of the show was San Francisco Rush. This driving game by Atari is reminiscent of the old Hard and Race Drivin' games. The way it feels, that is. The graphics are about 20 times better than those games. However, the Hard/Race Drivin' fun has been completely ported over.

The differences? Replacing loops and such are tons of ramps and hidden areas that throw you off of disabled bridges, on



to rooftops, and other areas you never would have thought you could get to.

As for the graphics, they look somewhat like Cruis'n The World, but add a little Daytona and Rave Racer to it. All over you see billboards touting upcoming Atari titles like Primal Rage II and Mace. The explosions of other cars are sure to catch your eye since it's one more Hard Drivin' reminder (polygon explosions refined to look awesome). There are several levels of difficulty, however. Not only do you have to worry about the tracks being hard, the cars and how they drive factor into the equation—including a full-on simulation with what feels like a real stock car, and it is extremely difficult.

The game is only 65 percent complete at this time, but definitely look for strategy pages in future issues of EGM.



DRIVING FORCE

DRIVING GAMES AND SIMULATORS HIT THE ARCADE

It used to be that only two companies truly had the technology to make a realistic-looking driving game: Namco and Sega. However, some companies got tired of this monopoly and decided to either create new technology or license it from those two companies to make their own games.

Along with Cruis'n The World and San Francisco Rush, there were a ton of other racing and all-around simulation games. New kid Galeco had a driving game called Speed Up. An impressive Rave Racer-class racing sim, Speed Up is an elimination-style game where last



year's show, Konami also had their Jet Ski game called "Wave Shark." A stand-up Jet Ski sim, this game seems to have done well since Konami has already sold out of the unit.

Namco introduced a game a few years back called CyberSled. It pitted futuristic "sleds" against each other in an Atari 2600 Combat-type situation. This year, they had a very similar game called "Tokyo Wars." This game uses modern-day tanks instead and gives you a choice of playing in an arena-type or a cityscape setting. In the Namco tradition, it is a deluxe unit and monitor, giving you the true feeling of



place means you're out of the race. It is currently unknown if this is their own technology or Namco's (since Namco is promoting Speed Up in North America).

Jaleco had a game they've been working on for some time called Super GT 24. This game looks every bit as impressive as Daytona or Ridge Racer, and adds new scenery elements to make it its own mark on the industry. Their technology was licensed from Sega, but Jaleco didn't stop there. They created smoke and fire effects when your car is damaged; Sega was curious as to how Jaleco did those effects.

Konami had the third installment of their Road Fighter series called Winding Heat. While not quite as visually stunning as their competitors, this game offered the same realism and fun found in other racing titles. The difficulty level was impressive as well, expert tracks being EXTREMELY difficult. Driving was not the only type of sim found at this



driving a tank. Namco also had their new Jet-Ski game called Aqua Jet. Every bit as graphically enhanced as all their sims, you feel like you're actually jet skiing—minus the water in your face.

Sega had Touring Car, a graphically enhanced driving sim, Daytona USA Special Edition (a smaller, more affordable version of the classic) and their own Jet Ski game Wave Runner, a sit-down compared to all the stand-ups.

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FIGHTING GAMES

The popular fighting genre unveils three more contenders and several others with potential

Several of the newest fighters were once again the primary target of several companies. Although some of the more elusive games like Mortal Kombat 4, Tekken 3 and Street Fighter III didn't make it, there were still several games eager to fight for dominance in the overly popular fighting genre.

Williams didn't produce MK4 and rightly so, since it won't be available until March (just in time for the ACME show). Instead, they showed their fighter from last ACME: War Gods. Many who had seen it before thought it was the same thing, until they played it. The gameplay has been extremely revamped and includes numerous combos, 3-D

usual Street Fighter series. This jump, of course, is a relatively large one from the SF gang as they are completely new to air combs and midair moves. However, the fighting engine is still distinctly SF, but it simply plays more like the comic hero games. Also, Capcom added a very unique feature to this game by creating a team of two players that can alternate (tag in or out) at any time. This process of switching adds a great element of strategy and enhanced super moves.

Probably the most anticipated, however, was VF3. With its incredible graphics, it was definitely the one to experience. Several people made a beeline right at



moves and fatalities. Due to some initial speculation, this game has been further play-tested and revised. It definitely plays a lot better than before. However, its main attraction is still its incredible 3-D world and digitized characters.

Capcom was not to be outdone and produced their latest Street Fighter game, X-Men Vs. SF. This game premiered at the Japanese-based JAMMA show and it met with instant success. This is the first crossover game for Capcom and it's no small licensing miracle to bring both Marvel and Capcom together in one game. Fans of X-Men and Marvel Super Heroes will immediately feel right at home on this newer fighting engine that reflects the comic games more than the



start of the show and it was immensely crowded. Once all the smoke cleared, the verdict was that the new Dodge button and ability—along with the two new characters—were excellent additions but they weren't nearly as great a leap as the massive graphical enhancements. In fact, the gameplay is very much the same as VF2 and many will feel very comfortable without having to get too adjusted. Perhaps this was



the philosophy behind the design: to allow for very similar handling of its predecessor and to provide the new technique of dodging for those who want to move beyond the standard two-dimensional battlefield. Although the Dodge button is not needed to enjoy the game, it is widely known that it not only adds a new dimension to fighting, but is necessary to master a lot of the subtleties of the game. Sure you can play without Dodge, but you may never get that good. The new ability is for avoidance as well as side-stepping attacks.

Rounding out the rest of the fighters were a plethora of games that graced previous shows. On hand were Tecmo's Dead or Alive, SNK's Kizuna Encounter and Samurai Shodown IV, Data East's Avengers, Sega's Last Bronx, Fighting Vipers, VF Kids, a Sonic Fighter and the secret new fighting game by Konami that has yet to be named.

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STREET FIGHTER
ALPHA
2



Publisher: SNK Category: Fighting

SAMURAI SHODOWN IV

Samurai Shodown III was a bit of a disappointment to most. The characters were somewhat smaller, and although it added a great new feature in the slash or bust choice of characters, it didn't have the same feeling of Samurai I and II. Samurai IV is the ultimate completion of the game. Even though not all of the characters have been included, old favorites like Tam Tam are back with all-new cool moves, and you still get to choose if you want a good or evil character.



Amakusu, the hard end Boss from Samurai I is back for revenge, and in all there's 17 selectable characters to choose from. This game is almost exactly like Samurai II, in that the characters are huge, and it just feels right again. Not much else in the way of story is available yet, however some characters from the third installment have been cut, such as one of the coolest—Cham Cham. Samurai Shodown IV is a lot of fun to play, looks awesome and will probably be one of the best SNK fighting games yet!



CODE NAME COBRA

Publisher: Konami Category: Fighting

As everyone coed and ahhhed at the visual wonders of Virtua Fighter 3, Konami was working on their own little surprise that would rear its head at AMOA and strike! This top-secret project does not have an official name, but the codename for the hardware is Cobra, and rightfully so. This secret weapon was kept coiled behind closed



doors and was shown only to a few people. In a private office, a demo was shown that literally shocked many editors out of their seats. No one had anticipated a fighter from Konami, let alone a fighting game with amazing graphics and incredible animations. Many of the characters were typical stereotypes but they showed off shadowing, and other



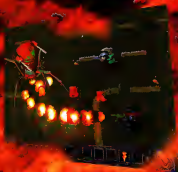
elements like rain and motion in such fluid detail that it was breathtaking. Also, they boasted that their hardware was just using the bare a mounts of its power (a mere 1 million polygons) and that it might even double VF3 and go to 2 million. The proof is in the specs (which in even case meet or exceed the Model 3's standards) and the fluid animation that made the polygons appear utterly seamless and almost undetectable.



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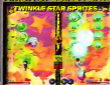
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Publisher: Atari Category: Puzzle

FREEZE

ATARI'S GOT A NEW PUZZLE GAME—AND IT'S THE BOMBI

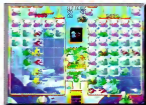
At the show, we had a chance to talk to the head designer of Freeze—Mike Hally, known for his work on some of the coolest games ever put out by Atari like Stun Runner, and the recent Area 51. According to Mike, the Japanese went nuts for Freeze at the JAMMA show, but Atari's not sure how to market it to a U.S. audience.

The game is a good puzzle title. You choose from several different characters, from a monkey to a cow to a kitty cat.



The voices are all really cool (and done by Mike Hally himself), and the game has several parts. It's pretty simple: You have to get different horizontal and vertical combos with your different-colored fish. The first mode is a "Quiz Mode." There are 54 unique puzzles where you are only given a certain number of fish to finish the puzzle. There are clues such as "Yellow is the key" or "There is only one real way to solve this puzzle." The difficulty is all-around pretty hard, and gets progressively harder the closer to the top you get. Each time you fail on a puzzle, you are given another clue. This happens three times, and that's all the new clues you get.

The one-player adventure is a story-



based mode where you're on the search for the King's Crown. In this mode, you encounter all six characters, then you have to go back through all six to beat the game.

All six characters have their own unique weapons such as Vertical Rocket



(a rocket that breaks all the ice in a vertical line), Horizontal Rocket (breaks all ice blocks in a horizontal line), Special Bomb (randomly breaks a bunch of squares) and more.

There are endless puzzles in Two-player Mode, making for excellent competitive play. All around, Freeze was one of the best puzzle games at the show.

GHOST LOP

Publisher: SNK Category: Puzzle

Ghost Lop is an interesting Bust-A-Move-style puzzle game. The story is that you're a ghost hunter, ready to take out ghosts with your trusty red and blue power balls. There is a Story Mode where you first get tested by your fellow ghost hunters to make sure you can cut it, then you're on to ghosts like floating dogs and other strange creatures of the



night. There are three types of blocks. Two are colors: red and blue—you can choose to break these blocks by hitting A to throw a red ball, and B to throw a blue one. The idea is to throw your ball as high as you can to break off sections of balls, and that will give balls to your



opponent. Those balls are Skulls, and take two hits to destroy—a real pain. The last type of ball you deal with is a bomb with sunglasses on. When you hit him, he blows up a section around him for easy points against an opponent. You also have to catch the ball on its way back down, or all the balls come down a level (just like if time runs out before you throw your ball).



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^(NBA)
LIVE
97

And on the eighth day we took the rock out of the Stone Age. Elevated it to where the laws of gravity don't



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Nintendo

EGM's Guide for Holiday Shopping

Now that the holiday season is upon us, many of EGM's readers will have new video game systems. With those new systems, a vast number of entertainment possibilities are opened up. Play your cards right, and you can have hours of fun with your new toy. However, getting the system is only the first step. You now need to buy games and accessories for it. Newcomers to the 32- and 64-bit era of video games may need a helping hand to lead them into this strange, new world. After all, the PlayStation and Saturn have been out for over a year now, and there are many things to catch up on. Plus, the Nintendo 64 is so new that you may not know much about it.

We here at EGM feel your pain. We now present our Holiday Shopper's Guide to help you know just what you'll want to own for your new video game system. Keep in mind that this is in no way a complete list of what is out there. There are also loads of great games that aren't listed on these pages. This is just a compilation of some of the many games and accessories that EGM feels that a new owner of a system will want to have.



InterAct Flight Force Pro



Flight sim fans should check out InterAct's Flight Force Pro 64 controller for their N64. If you've been looking for something more authentic to control PilotWings 64 with, then this could be your answer. It has both a flight stick and a weapons control system for the ultimate in realism.

InterAct Hammerhead

Here's another clear control pad from InterAct. What's the big deal with this one, you ask? Well, the Hammerhead features five programmable fire buttons. This will work great with games like Killer Instinct Gold and Mortal Kombat Trilogy.



InterAct Arcade Shark

The N64 looks just like an arcade game; now you can use an arcade-style controller with it. Mortal Kombat Trilogy and Killer Instinct Gold will play much better with this joystick. You can even switch the joystick so that you can use it on either the digital or analog pad.

64

DRIVING

Cruis'n USA
Super Mario Kart R
WaveRace 64



WaveRace (above); Mario Kart
(top right); Cruis'n (right)



SPORTS

Wayne Gretzky's 3D Hockey

Wayne Gretzky's 3D Hockey
(right)



The newest of the next-generation systems to hit the market is Nintendo's 64-Bit powerhouse, the Nintendo 64. There was an incredible amount of hype built up around it before it was released, and as a result, Nintendo presold a ton of systems. Since the system is so new, there are obviously not as many games out for it as the other systems. But fear not, loyal readers, there are many great games coming in the months ahead. If you just can't wait, here are some things that you should definitely check out now, and some things that are coming rather soon.

InterAct Superpad 64 Plus

Do you find the Nintendo 64 controllers to be a bit bulky for your hands? If so, you might want to give the Superpad 64 Plus a try. The pad is shaped a bit more like the PlayStation controller, making it a bit smaller.



InterAct Shark Pad Pro

It looks like InterAct decided to make that clear controller that Nintendo should have made. Their SharkPad Pro features all the options of Nintendo's pads, plus the always welcome options of auto fire and slow motion.



ACTION

Super Mario 64
 Star Wars: Shadows of the Empire
 PilotWings 64
 StarFox 64
 Turok: Dinosaur Hunter
 Blast Corps



Star Wars: Shadows of the Empire (top left); Super Mario 64 (above); StarFox 64 (below); PilotWings 64 (bottom left); Blast Corps (bottom right)



FIGHTING

Mortal Kombat Trilogy
 Killer Instinct Gold

PUZZLE

Tetrisphere

Nintendo Memory Card



It seems every system needs memory cards to assist in saving your games. Nintendo has taken a novel approach to the concept by having the card plug into the controller. Now you can take your game information and personal settings to a friend's house without any hassle.

Nintendo Control Pads

Nintendo wants to make sure you're the most fashionable gamer in town. You can buy extra controllers for the N64 in a wide range of colors. Like the "Play it Loud" series of Game Boys, you have a choice of colors for your new game pad. I only wonder why they didn't make a clear pad.



Mad Catz Steering Wheel

Mad Catz is getting a steering wheel ready for the N64. Expect it to be much like the PlayStation wheel, so we are assured quality. This will be great for Cru'n USA, as it will provide a true arcade experience in the home.

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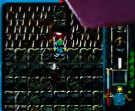
Sony PlayStation

For being relatively new to the video game industry, Sony has certainly made a good name for themselves in the business. Their PlayStation has only been out for a little over a year, and there are already a plethora of different games and accessories to choose from. With so much to choose from, it's easy to get confused. It's even easier to overlook some great games that came out early in the system's life. Just look at these three pages and see what catches your eye.



RPGS

Beyond the Beyond
King's Field
King's Field II
Legacy of Kain



King's Field II (top); Beyond the Beyond (above left); Legacy of Kain (above right)



Konami Hyper Blaster

Have you ever tried playing a gun game like Project: Horned Owl or Die Hard Trilogy with a control pad? It's no fun, is it? Play these games the way they were meant to be played with this gun accessory.

InterAct Memory Card Plus

Do you need to hang on to every game you save? Are you getting sick of buying multiple memory cards? Then pick up a Memory Card Plus from InterAct. It holds eight times as much as the standard memory card at only twice the price. What a deal!



Sony Mouse

Enjoy adventure games like Discworld and Blazing Dragons? How about computer ports like X-Com and SimCity 2000? If so, you'll want a mouse to move the cursor around easier.

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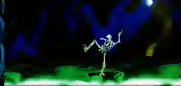
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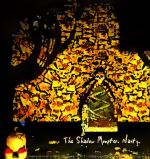
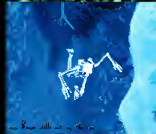
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A Littleton Nightmare Must-achieve

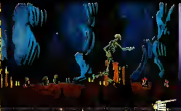


To win this game
you must play
from your heart.
Or any
available organ.

Only a heart will get you to the next level.



The Slender Man's Next

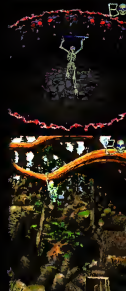




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THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANGSHEE REPLICATE THE TRUE SENSATIONS MORPH SEQUENCES. ITS DYER THAT SCROLL-SHIFT IN REAL TIME. OF 3D POSITIONAL SOUND.



THE NEW 3D CONTROL PAD

SPEED. WITNESS ITS ABILITY TO TRACK MULTIPLE TWENTY TRACKING CAMERA ANGLES AND ITS OMNIPRESENT SYMPHONY

ENGINEERED SPECIFICALLY TO INTENSIFY THE NIGHTS EXPERIENCE, SEGA SATURN'S 3D CONTROL PAD ESTABLISHES A NEW BENCHMARK IN SPEED AND DYNAMIC OPERATION.

The Benediction

There's more, of course. But the rest is up to you. Kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

NIGHTS

THE GRINCH

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ACTION

Jumping Flash! 2
Crash Bandicoot
Die Hard Trilogy
Resident Evil
Tomb Raider
Warhawk
Alien Trilogy



Resident Evil (above); Warhawk (left), Jumping Flash! 2 (bottom)



NFL GameDay (top left);
International Track & Field (top
right); Madden NFL 97 (bottom)



SPORTS

NFL GameDay
NHL FaceOff
Madden NFL 97
Triple Play
International Track & Field



Sony Link Cable

Sure, you have a PlayStation, and we're willing to bet you got a buddy who has one too. If you each have a system, a TV and a copy of a linkable game, you can connect your system with this cable for two-player action. This is great with games like Doom, Descent and WipeOut.



Sony Dual Analog Stick

Flight games such as Bogey: Dead 6 will control more responsively when you have the power of two analog joysticks at your command. It will feel like you're actually taking to the air with this controller.

InterAct Game Shark

Are you a dirty, rotten cheater? Don't worry, we all are deep, down inside. InterAct's Game Shark can assist you with your dishonest tendencies. Earn extra lives, invincibility and more with this cool add-on.

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Street Fighter Alpha 2 (left); The King of Fighters '95 (above); Battle Arena Toshinden 2 (right)

FIGHTING

Tekken 2
Battle Arena Toshinden 2
Street Fighter Alpha 2
The King of Fighters '95
Tobal No. 1

PUZZLE

Bust-A-Move 2 Arcade Edition
Tetris Plus



Bust-A-Move 2 Arcade Edition (above)



Twisted Metal 2 (above); Ridge Racer Revolution (top right); WipeOut XL (bottom right)



DRIVING

Ridge Racer Revolution
WipeOut
WipeOut XL
Twisted Metal 2

Sony Memory Card

You'll need a memory card for just about every game available. Save your stats, game location, hidden characters and more with the card. You can even share your save games with a friend.



Mad Catz Steering Wheel

Would-be racers should pick up the steering wheel. Games like Ridge Racer Revolution, Need for Speed and WipeOut XL seem a lot more realistic when you have a wheel in your hand and pedals under your feet.



InterAct Disk Drive

It seems that InterAct loves to help you save your game. Now you can order a disk drive that hooks into the memory card port on your PlayStation. You then use standard 3.5-inch disks to save your game data. You can buy disks for about 10 cents each, and they hold as much as a standard memory card.

Hey there. Are you tired of this?

Get that boot print off your butt once and for all. Call the Sega 900 line. You'll learn hidden moves, secret power ups, bonus levels and tips that will make you the video game master of all time. And you can even order a Sega calling card, already stocked with \$10 of calling time. Just think, you can get all the juicy tips you want 24 hours a day, 7 days a week. No more embarrassment. No more insults. Just you, pummeling your opponents and laughing while you do it. Don't waste another minute. Change your life today.



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Sega Saturn

Out of all the next-generation systems profiled here, the Saturn has been out the longest. While the early days of the system were kind of rough due to the lack of games, it now has a rather stable base of games with more on the way. Fans of the Saturn tend to enjoy it because of the number of role-playing games available for it, and its excellent arcade translations (usually from Sega themselves). As with most systems, there are also plenty of accessories available for the Saturn. Take a good long gander at what's hot for the Saturn and then get yourself some games.



Sega Rally (top left);
Daytona USA (top center);
WipeOut (top right)



DRIVING

Sega Rally
Daytona USA
WipeOut



Saturn Arcade Racer

Sure, Daytona USA and Sega Rally are great games, but they're even better when you're using the Arcade Racer controller. This steering wheel simulates the driving experience and really jacks up the fun factor.



Sega Memory Card

While the Saturn has its own internal memory, you can run out of it rather quickly. After all, them RPGs eat up memory pretty darn quick. Pick up a memory card to back up all your saved games. Most games will even save right to the cartridge.

Sega Stunner

What better way to feel as though you're one of the Virtua Cop police force than with the regulation Stunner gun? The weapon of choice for Virtua Cop 1 & 2 fans feels great and is totally accurate. Pick up two and waste those baddies John Woo-style.





ACTION

NIGHTS

Guardian Heroes
Panzer Dragoon II Zwei
Virtua Cop
Virtua Cop 2
Astar!



Virtua Cop (top left); Guardian Heroes (top center); Astar! (top right); Panzer Dragoon II; (bottom left); NIGHTS (bottom right)



NHL Powerplay (far left); DecAthlete (left); World Series Baseball II (below)

SPORTS

World Series Baseball II
NHL Powerplay
DecAthlete



Sega Net Link

The Internet is all the rage nowadays. Now you can hop on the information superhighway with your Sega Saturn. As strange as it may sound, you can now play games online with this Internet hook-up for your Saturn.



Sega Mission Stick

It's easy to get a more realistic driving or flying experience with your Saturn. The Mission Stick works great with such games as Wing Arms, Need For Speed and Black Fire.

InterAct Game Shark

Were you one of those people who liked to modify your games with the Game Genie? Now you can do the same to your Saturn games with InterAct's Game Shark. Get different codes to make you unbeatable in all of your games.

FIGHTING

Virtua Fighter 2
Virtua Fighter Kids
Street Fighter Alpha 2
Night Warriors: DarkStalker's
Revenge
Fighting Vipers



Virtua Fighter 2
(top); Night
Warriors:
DarkStalker's
Revenge (far left);
Virtua Fighter Kids
(left)

RPGs

Shining Wisdom
The Legend of Oasis
Dragon Force

Shining Wisdom (bottom left),
The Legend of Oasis (bottom
right)



PUZZLE

Baku Baku Animal
Bust-A-Move 2 Arcade Edition
Tetris Plus



Baku Baku Animal (above)

Sega Virtua Stick

Everyone wishes that they could have an arcade in his/her home. With Sega's Virtua Stick, you'll be one step closer to the experience. This joystick works great with fighting games like Virtua Fighter 2 and Street Fighter Alpha 2 as well as action games like Guardian Heroes.



Sega 3D Control Pad

Sega's new analog pad (sold separately or with NIGHTS) is the answer to the N64's controller. It has both the standard digital directional pad as well as the analog pad. Expect more games in the future to take advantage of the smooth control of the analog pad.

InterAct Memory Card Plus

Gamers on a budget may want to check out the Memory Card Plus for all their back-up needs. This card holds twice as much as Sega's card at a cheaper price. It uses compression techniques to double your saving capacity.

Portable Gamer's Guide

Of course, not everyone will be getting a new home system this year. Some people, especially frequent travellers, will get a portable system. Luckily, there are two relatively new portable systems out

there, both with an incredible amount of games available for them. If you received a Nintendo Game Boy Pocket or a Sega Nomad, prepare yourself for plenty of handheld gaming fun.

Sega Nomad

New owners of Sega's Nomad should feel quite lucky. The Nomad is a 16-bit handheld system that plays every game made for the popular Sega Genesis. The Genesis has been out for seven years now, so as you can imagine, there are more than a few games available for it. Check out some local stores, and you will likely find many older Genesis games for \$20 or less. Nomad owners will find that they can get a whole lot of gaming for very little money.

Sonic 3-D Blast
6-Pak
VectorMan 2
Earthworm Jim 2

Castlevania Bloodlines
Comix Zone
World Series Baseball '96
NHL 97



Comix Zone (top left),
VectorMan 2 (top right),
Golden Axe (from 6-Pak)
(bottom left); Castlevania
Bloodlines (bottom right)

Nintendo Game Boy Pocket

Every gamer knows about Nintendo's handheld system, the Game Boy. Recently, Nintendo released an updated version of the system with the new name, Game Boy Pocket. Fortunately, more than just the name was changed. The system is now 30 percent smaller and the screen is of a much higher quality. Images are much easier to see, and they don't blur much if at all. There are well over 400 games available for the Game Boy (the Pocket version plays all the original Game Boy games), so you should have no trouble finding some that will appeal to you. Be sure to read this issue's Game Boy Pocket special feature for more info.



Tetris Attack
Kirby's Block Ball
Mega Man: Dr. Wily's Revenge
Wario Blast! featuring Bomberman
Wario Land: Super Mario Land 3
Donkey Kong Land 2

Tetris Attack (top left); Kirby's Block Ball
(bottom left); Wario Blast! featuring
Bomberman (right)





SLICING THROUGH THE THIRD DIMENSION TO THE FINAL GALACTIC SHOWDOWN.

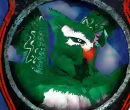
It's 2348 and ten of the mightiest galactic warriors are fighting for control of the Earth's fate. Using Plasma power—energy drawn from the user's own mental strength—the good, the bad, and the freaking ugly are each packing hundreds of weapon attacks, countless combos, and the ultimate battle barrage, Plasma Finals. Pick from any of the 4 different game modes of this hyper-realistic 3D fighter and you'll discover the level of precise control only CAPCOM can deliver. All against intense backgrounds like Neo Tokyo, Federation Spaceport, and Planet Zeta; the perfect arenas to master the fine art of mercy killing.



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EPISODE: I
FINAL CRUSADE

HOW ABOUT A BIG 'MECH[®] WITH AN ORDER TO FRY?



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Hyper-realistic battle effects!

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16-BIT'S LAST STAND

THEY ARE NOT QUITE READY TO GIVE UP...

It happens to the best of them. They emerge from a flood of hype, you pay good money for them, you play the heck out of them for a few years then you toss them aside like an old lover in exchange for a new one. What are we talking about? Game systems.

Many years ago, the 8-Bit Nintendo Entertainment System (NES) dominated the video game world. Practically every kid in America had one. The NES' dominance was so thorough, that the word "Nintendo" became synonymous with video gaming (remember using the phrase, "...play Nintendo" instead of "...play video games?"). So what happened?

Technology came and technology went. Newer and better things came along. Gamers wanted the best stuff out there, so they quickly abandoned their long-time companions in favor of the quicker, faster and more powerful systems.

So along came a 16-Bit powerhouse by the name of the Sega Genesis. This new machine displayed much more power than the aging NES could. A couple of years later, the 16-Bit Super Nintendo Entertainment System came out. Now with the Genesis and the Super NES, the Nintendo had to be laid to rest. Fewer and fewer NES games were released as developers dropped support for the old 8-Bit system as they quickly jumped on the next gold rush: the 16-Bit market.

The Super NES and the Sega Genesis enjoyed a healthy video game market for a number of years. Millions upon millions of systems were sold. History was doomed to repeat itself, however.

New 32-Bit machines started popping up. The 3DD, Sega Saturn and Sony PlayStation all ran new

CD games that were cheaper to make yet held vast amounts of game data. It would only be a matter of time before gamers abandoned the 16-Bit platform in favor of the better 32-Bit platform, or even the up-and-coming 64-Bit platform (in the form of the Nintendo 64 and the M2).

But wait. Big business is still what runs things in the gaming world. The Super NES and the Sega Genesis have a combined installed base in the tens of millions. What that means is this: If a company was to release a poor-selling title, then they would still have the potential to make a lot of money (if Nintendo sells Donkey Kong Country 3 to only 1 percent of the Super NES population, the cart would sell over 200,000 copies, making it a bonafide blockbuster). And what if a company was to release a hot title?

So, the game companies have decided that the 16-Bit market has just enough money left to milk. Despite the inevitable demise of the 16-Bit era, the last quarter of 1996 looks great for those of you still holding on to your old machines. The final big wave of Super Nintendo and Sega Genesis games are coming out during this holiday shopping season. Some of the titles are the best ones yet for their respective systems, while others may leave plenty to be desired. The following few pages are a sneak preview of what just came out, as well as the last few games waiting to be released.

So sit back and enjoy this feature. The 32-Bitters have set up camps and the 64-Bitters are just arriving on the shores. It won't be long before they take care of their 16-Bit ancestors, for good. But the Super NES and Genesis are not going out quietly. This is their last hurrah; their last stand.

Arcade's Greatest Hits



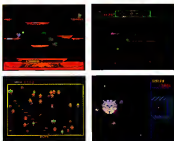
System: Genesis, Super NES **Publisher:** Williams

What it's about: A compilation of five quarter munchers from yesteryear: Defender I and II, Robotron, Sinistar and Joust.

What's up: Arcade-perfect translations (not like these games are that difficult to convert to home systems) and fond memories of asking Mom or Dad for more quarters.

What's down: Where's Bubbles? And why are Sinistar and Robotron so dang hard?

Why you should care: This may be the last time you'll ever see these games. You might not want to miss out on a chance to add these to your video game collection. It's just too bad many youngsters nowadays will not be able to appreciate these classics.



They may not have all the fancy graphics, but those were the good ol' days, dam it!

Bass Masters Classic: Pro Edition

System: Genesis **Publisher:** THQ

What it's about: Fishing, what do you think?

What's up: All the goodies that come along with professional fishing. Choose your lures, rods, reels and lines. Make important decisions to maximize your return (in terms of fish size). Plus, a special introductory offer is included with the game: Join B.A.S.S. (Bass Anglers Sportsman Society) for only \$14!

What's down: All the inactivity that comes along with professional fishing. You might get a little bored waiting for the fish to bite.

Why you should care: This is probably the best fishing simulation on the market. Barring the early mornings and the stinky fishing gear, this is as close as you can get to the "reel" thing! (Sorry, it couldn't be helped.)



Is fishing exciting enough to base an entire video game on?



Enjoy all the thrills of real fishing without getting your hands smelly.

College Football USA '97

System: Super NES **Publisher:** THQ

System: Genesis **Publisher:** EA Sports

What it's about: Playing pigskin with any of the 111 division 1A teams.

What's up: More features than you can shake a pompom at, like four Bowls to compete in, seven conferences, updated team schedules and playbooks, MVP trophy awards, etc.

What's down: Players' names being changed to protect the innocent. Even though the stats are accurate, you'll have to figure out for yourself who they belong to (that dam NCAA!).

Why you should care: College football has a big following. Some argue that it's more exciting to watch than professional football. Now you can play as any division 1A team, and you won't have to worry about the players keeping their GPAs up. Plus, how else are you going to relive the classic rivalries like Michigan vs. Ohio State?



You can help decide who's going to what Bowl this year.



Real playbooks, real college teams.

Donkey Kong Country 3



Meet the newest member of the Kong family, the large-and-in-charge Kiddy!

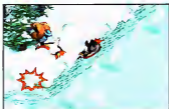
System: Super NES **Publisher:** Nintendo

What it's about: Side-scrolling adventures with the Kong family. This time, Dixie and Kiddy rescue Donkey and Diddy.

What's up: SGI-rendered graphics that will make a next-generation system blush.

What's down: DKC3 is, at heart, the same game as DKC1 and 2. If you can't get enough of Donkey Kong Country, then you can rejoice. If you're bored with DKC, DKC3 won't change your attitude.

Why you should care: This is the series that really shows off what a 16-Bit system is capable of. The graphics, animation and music are unparalleled on the Super Nintendo. The DKC series is also one of the best side-scrolling adventures around.



As required by the law of side-scrolling games, DKC3 has its slippery snow level.

FIFA '97



FIFA '97 will let you play indoor or outdoor soccer. Indoor soccer, with its smaller playing field and walls, is definitely faster-paced.



System: Super NES, Genesis
Publisher: EA Sports

What it's about: International soccer (or football, if you prefer).

What's up: More frames of animation, Tournament Modes, multiplayer action and updated statistics. Plus, indoor soccer!

What's down: How many people (at least Americans) follow soccer so closely as to need updated statistics? Otherwise, it's almost the same game as the earlier years.

Why you should care: The FIFA series is the premier soccer video game line. They started it all, and they are still leading the pack. If you want to pick up a soccer game, FIFA is the one to get.



Gearheads



System: Super NES
Publisher: Phillips Media

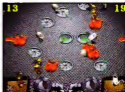
What it's about: An action-packed game where dozens of different wind-up toys fight it out on a variety of battlefields.

What's up: The 12 unique toy fighters, like Big Al, the bulldozer or Handy, your five-fingered friend. How can you go wrong when you have a five-fingered friend?

What's down: Lack of strategic depth. All you really do is send out waves of toys and see who wins.

Why you should care: If your thing is lighthearted, fast-paced

fun, then you should check out Gearheads. Just don't expect this to be the strategy game of the year.



Send out massive waves of wind-up toys. Each fighter/toy has its own unique offensive power and defense protection.

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

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- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona



Use your "Persona"



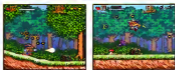
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Incantation



Incantation is a cute game. Its magical theme and colorful graphics make it well suited for young kids.



System: Super NES **Publisher:** Titus

What it's about: A colorful side-scrolling adventure where a young magician's apprentice tries to restore peace and harmony to his magical kingdom.

What's up: Colorful graphics, hidden spells, bonuses and traps. Incantation is an easy game to get into.

What's down: Perhaps it's too easy. This game looks like it's geared toward a younger crowd. If that's the case, then Incantation will have to compete with higher-profile games, like ones with Disney licenses.

Why you should care: Good natured games vs. evil games are hard to find these days.



Kirby's Super Star



System: Super NES **Publisher:** Nintendo

What it's about: Everything. Super Star has everything from full side-scrollers to cute minigames.

What's up: The sheer value of this cartridge! A couple of the games are almost worth the entire price by themselves. But with Super Star, you get eight games! The two-player minigames are very silly but are still fun, nonetheless.

What's down: Hardly anything. This is probably one of the best titles to get this year for the Super Nintendo.

Why you should care: Come on, it's Kirby! And with all the games that are included, there's bound to be something that you'll enjoy in this package.



The side-scrolling adventures in Kirby's Super Star are worth the price of admission by themselves.



Lobo



System: Super NES, Genesis

Publisher: Ocean

What it's about: One on one fighting with Lobo and other cast members from his comic book world.

What's up: Lobo. He's just about the coolest comic book dude around.

The backgrounds are also well drawn.

What's down: Small character sizes, standard animation and other graphical problems. Also, you can only play Lobo in the One-player Mode.

Why you should care: Lobo's one of the few bad and violent characters around that has more popularity than most "good" guys. It's cool just to see him in a video game.

This is the only cinema you'll see in the game. Check out Lobo's big, bad ship that he flies to meet his opponents.





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References: Don Cortese: Deceased
Chuck Brown: Deceased
Barry Polipooy: Deceased

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Madden 97



Madden is the king of the football games on the 16-Bit platforms. No one else even comes close to competing.



System: Super NES, Genesis

Publisher: EA Sports

What it's about: What you live in a cave? Football, baby, pure Pro Football!

What's up: The six-year evolution of this standard-setting title has made it one of the most complete football games around.

What's down: If you really mastered any of the previous Madden games, do you think the computer AI will be that much harder to crack this time around?

Why you should care: For two-player fun, no football game can stoke those competitive fires as well as Madden 97. For those looking for a "keeper" 16-Bit football game, it won't get much better than this.



Marvel Super Heroes: War of the Gems



Captain America (left) and Wolverine (right) are two of the superheroes that you can use in this Final Fight, side-scrolling game.

System: Super NES **Publisher:** Capcom

What it's about: A Final Fight-type game with the cast of some of Marvel Comics' most popular costumed freaks.

What's up: You can pick Spider-Man, Hulk, Captain America, Iron Man or Wolverine! Talk about potpourri. Also, you'll find plenty of special moves that fit each character.

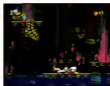
What's down: Button tapping and plenty of it. After all, isn't that what Final Fight was all about?

Why you should care: It's just cool to be able to select any of five superheroes for each level. For example, on a city level, Spider-Man can quickly climb over buildings. As an alternative, you can have Hulk smash through the buildings (a slower method which may reveal some power-ups). This will give the game plenty of replay value.



Why is the Incredible Hulk fighting the Avenger Hawkeye? And why are there two of him for that matter?

Maui Mallard



System: Super NES
Publisher: Nintendo

What it's about: Donald Duck running around causing plenty of mayhem in this side-scroller.

What's up: The animation is as smooth as it is funny. This game looks like a Disney full-feature film.

What's down: So far, not much. This game looks like it will provide many hours of entertainment for the whole family.

Why you should care: This cart was originally done by Disney (before Nintendo picked up the rights), who

is usually known for putting out quality products. Look for this game to pack plenty of fun and cuteness.



Maui Mallard has all of the successful components: great graphics, smooth action and fun (and funny) gameplay.

Mr. Do!

System: Super NES **Publisher:** THQ

What it's about: An improved version of the arcade classic. It's like Dig-Dug with more technique.

What's up: A two-player Competitive Mode.

What's down: This is one high-priced cartridge. As of this writing, stores have been selling Mr. Do! for over 50 beans. That's a lot of money to spend

on an ancient game (especially in an age when most classics are being released in bunches, not one at a time).

Why you should care: A lot of people were big fans of Mr. Do!. If you want it, and are willing to pay for it, it's there for the grabbing.



Mr. Do! was very popular as an arcade game back in the '80s. How will it fare by itself as a game of the '90s?

Ms. Pac-Man



The Two-player Modes are the best part about this re-packaged Ms. Pac-Man. You can either play cooperatively or competitively.



System: Super NES
Publisher: Williams

What it's about: You have got to be brain-dead if you haven't heard of Ms. Pac-Man. This is the sequel to

one of the most popular arcade hits of the '80s: Pac-Man.

What's up: Two-player Cooperative or Competitive Modes (two can play on one screen at the same time!). Different, never-before-seen levels, including some that are way strange with a lot of dead ends.

What's down: Like Mr. Do!, Ms. Pac-Man is only one game. The different options help make Ms. Pac-Man a better package.

Why you should care: Ms. Pac-Man may seem old, but this version makes it worth looking at again. After all, it is a great game all by its lonesome. And the Two-player Simultaneous Modes are a lot of fun!



Check out these funky level designs. Some of them won't work to your advantage at all.

NBA Hangtime



System: Super NES, Genesis **Publisher:** Williams

What it's about: Have you seen NBA Jam? Then you've seen NBA Hangtime.

What's up: Character creation. Make up your own basketball player and save it! It's too much fun playing as an alien in a basketball game.

What's down: NBA Jam's overexposure means that Hangtime won't be a widespread hit. Been there, done that.

Why you should care: Well, you probably shouldn't, unless you would really like to create some really screwed-up basketball players for your custom-made teams.



This game certainly looks a lot like NBA Jam now, doesn't it? At least you can create and save your own basketball players.

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NBA Live 97



Is this the best hoops game on the 16-Bit platform?

System: Super NES, Genesis
Publisher: EA Sports

What it's about: You see, there's this bouncy ball, and these really tall guys try to place the ball through a thin metal cylinder...

What's up: New SGI animations for passing, dribbling, and yes, dunking. Also, a new Practice Mode features two-on-two and three-on-three gameplay—great for beginners and pick-up game trash-talkers.

What's down: Nothing.

Why you should care: Well, you can either hope that the 256-Bit versions of NBA Live 2027 will include "old-timers" such as Dennis "Hair" Rodman, Shawn "Rain Man" Kemp and Anfernee "Penny" Hardaway, or you can get this game now. So why wait?



Another update by EA Sports? No surprises here. But NBA Live is one of the best out there.



NHL 97



System: Super NES **Publisher:** THQ
System: Genesis **Publisher:** EA Sports

What it's about: While this series could have easily evolved into the greatest fighting game of all time (imagine a Character Select Screen with all those players), EA Sports has wisely decided to keep it a hockey game.

What's up: A new Coaching Menu makes strategy calling a bit easier, and EA Sports has made the computer AI a bit stronger. Plus, the gameplay speed has increased.

What's down: That artificial 2-D top-down view: If only the 16-Bit systems could pull off 3-D graphics, this game would look as real as its plays.

Why you should care: Ice melts in warm weather. Game cartridges don't. Any questions?



Will the Red Wings ever win the cup?

Oscar



System: Super NES
Publisher: Titus

What it's about: Play as a young mouse actor who gets trapped in a local multiplex. To escape, you must take on various roles from various movies. By acting out the starring roles of each film, you can find Oscar statues that will help you escape.

What's up: Four fun movies to play in. This makes the level design very unique and worth checking out.

What's down: It's definitely geared toward kids, which is not a negative factor if you are a kid.



Why you should care: This is one of the few games whose great story line should pique plenty of gamers' interests.



Each level has a specific movie theme to it. Pretty cool, eh?

16-BIT

PGA European Tour

System: Super NES
Publisher: THQ

What it's about: Travel to the lands of Europe, and embark on an epic adventure of action, intrigue and suspense...oh wait, this is just a golf game. Well, at least you still

get to head off to Europe.

What's up: Squaring off against 10 real European Tour hot shots at five true-life European courses. Plus, there's a full lineup of Play Modes, from a skins game to a full-fledged tournament.



What's down: It works with the TeeV Golf club peripheral, which is way cooler than using a control pad. Just don't throw it through the TV screen after a triple bogey on the eighth hole at Wentworth.

Why you should care: Are your golf skills so pathetic that you're afraid to play in public? Why not wear your skills on the same courses that confound even pro golfers—all in the comfort of your own home? At least the computer won't make fun of you. Your friends, on the other hand...

Now you can play without getting stains on your Dockers.

Pinocchio

System: Super NES
Publisher: Nintendo
System: Genesis
Publisher: THQ

What it's about: Play as either Pinocchio or Jiminy Cricket in their journeys through Pleasure Island. If you succeed, Pinocchio shall attain his dream—to become a real boy.

What's up: It's Disney! You'll see many Disney characters and hear original songs from the classic Pinocchio animated feature film. Plus, you can play as Jiminy Cricket.

What's down: Can a game be too cute? Pinocchio comes dangerously close...

Why you should care: This is brought to you by the same people who created Toy Story and numerous other top-selling titles. Of course, the animation and gameplay are top-notch.



The animation looks fantastic so far. It looks like a Disney movie. Check out Jiminy in the lamppost in the lower-left picture.

Prince of Persia 2

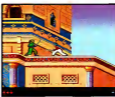
System: Super NES, Genesis
Publisher: Titus

What it's about: The evil Grand Vizier Jaffar (no relation to the Jafar of Disney's Aladdin) has made you out to be an outcast. Now you must fight in this side-scrolling adventure to regain your identity.

What's up: Improved graphics and gameplay over the original. Plenty of fireballs, poison darts and other deathtraps await you around every corner.

What's down: After seeing games like Flashback, Prince of Persia has lost some appeal. We'll wait and see how great this sequel will be.

Why you should care: Games like Out of This World and Flashback have their roots in the original Prince of Persia. Prince of Persia 2 should present an interesting challenge, as it has a lot to live up to.



The same Arabian theme sticks for the sequel, but then again, it is called Prince of Persia 2.



Realm

System: Super NES
Publisher: Titus

What it's about: An action-adventure where you take on the role of BIOMECH, a state-of-the-art bionic soldier. You have to fight through four warped landscapes, from the dark forests of Earth to outer space.

What's up: Cool weapons, such

as lasers, multidirectional zappers, heat-seeking missiles and plasma boomerangs. Lots of cool Bosses and miniBosses too.

What's down: Nothing yet, except that the gameplay looks a little simplistic.

Why you should care: Who else is going to save the Earth in the year 5069 A.D.?



Where are the Evoks in this tree-top level of Realm?

SimCity 2000



A fire in Hsutownd! Oh no!

System: Super NES
Publisher: T*HQ

What it's about: City building and management at its finest. You have to pave roads, zone for commercial, industrial and residential areas, put up powerlines, build stadiums, etc. And after all of that, you have to make sure your residents are nice and happy.

What's up: The complete freedom

to build and design an entire city, any way you want.

What's down: This game is chock-full of details. So much, that the Super NES has a bit of load time while the CPU is trying to calculate what's going on. Things are also a bit hard to see.

Why you should care: SimCity 2000 is one of the best strategy/sims around.

Sonic 3D Blast

System: Genesis
Publisher: Sega

What it's about: A diagonal scroller? Sonic takes on a three-fourths view, which leaves him much more room to run around in.

What's up: The graphics and colors are incredible! The smoothness of the scrolling is perfect. This game almost looks like its Saturn counterpart. 3D Blast pushes the capabilities of

the Genesis to its max.

What's down: Sonic is so fast, that he's sometimes hard to control in three dimensions. Should he have stayed a side-scroller?

Why you should care: This is one of the best looking Genesis games around. It keeps to the classic and successful Sonic-style of play, but puts it in three dimensions.



The graphics for Sonic 3D Blast are among the best in the 16-Bit world. Donkey Kong must be blushing.



Street Fighter Alpha 2

Can it be possible?
Street Fighter Alpha 2 on the Super Nintendo? From these early shots, the game looks great!



System: Super NES
Publisher: Nintendo

What it's about: For those of you who have been living in a cave for the past five years, Street Fighter Alpha 2 is the latest installment in the long line of Street Fighter games. This is the sequel to Street Fighter Alpha, but is a prequel to Street Fighter 2. If you're confused, don't worry about it. SFA2 is just a new fighting game that's milking off an old concept.

What's up: Just about everyone recognizes that SFA2 is a great

two-dimensional fighter. All the moves and all the characters will be put in the Super NES version.

What's down: Custom combos. This is the cheapest feature to hit a fighting game yet. At least they are easy to avoid.

Why you should care: You won't see any more fighting games for the Super NES (except for Ultimate Mortal Kombat 3). SFA2 is definitely worth getting. It is different enough from the last Super NES Street Fighter, Super Street Fighter II, to justify buying it.

Tetris Attack



Even the one-player games are fun to play. Yoshi and Co. make up the theme of the game.

System: Super NES **Publisher:** Nintendo

What it's about: The most addicting (legal) thing that you'll ever experience. This puzzle game shares nothing with its ancestor, Tetris, except for the name and the loss of sleep that goes along with playing it.

What's up: Two-player vs., two-player time trial, one-player puzzle, one-player stage clear, one-player endless...This game is great by yourself and even better with a friend.

What's down: Having to stop playing to do the trivial things in life, like eating and sleeping.

Why you should care: If you are even slightly interested in puzzle games, then you have to try Tetris Attack. It was voted the most addicting game in the EGM offices and it was the game EGM editors bought more than any other during 1996. That's got to say something when people who are surrounded by video games think that highly of such a low-key title.



Triple Play Gold

System: Genesis

Publisher: EA Sports

What it's about: It's baseball, but is it still America's favorite pastime?

What's up: 1996 Opening Day stats and players set the stage for a complete baseball title, which puts equal emphasis on base running and defense as it does pitching and hitting. For those who appreciate a real challenge, EA Sports has served up a brand-new Pro Mode.

What's down: A minor gripe: The baseball teams are listed by city, and not by name.

Why you should care: When's the last time you've seen a video game split at an umpire or go on strike? This version of baseball may actually be better than the real thing.



All baseball games pretty much look the same, don't they?



Ultimate Mortal Kombat 3



UMK3 is one of the most popular fighters of all time.

System: Super NES, Genesis
Publisher: Williams

What it's about: A deluxe Mortal Kombat 3, so to speak. This is part three and a half of the series that started the original gore fest.

What's up: Almost every UMK3 character is in (except Sheeva). This is a dream cartridge for any MK fan, well almost...

What's down: It's too bad MK Trilogy (an even better package than UMK3) is coming out for some of the bigger systems. Trilogy is stealing some of UMK3's thunder. By the way, didn't we just see MK3 for the 16-Bitters just last year? Is UMK3 really worth it to owners of MK3?

Why you should care: Like Street

Fighter Alpha 2, UMK3 is going to be one of the last fighting games to grace the 16-Bit machines. And since it's Ultimate MK3, it is an excellent deal—plenty of fighters, plenty of moves and plenty of technique.



UMK3 will have to watch out for some competition in the form of Street Fighter Alpha 2.

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VectorMan 2



Here is a picture of **VectorMan on Rollerblades**.

System: Genesis
Publisher: Sega

What it's about: A morphing robot who looks like he belongs in the cast of *BatZ*. VectorMan is a side-scroller with plenty of features and fun gameplay.

What's up: New weapons, new levels and new morphs,

like Copter, Fire, Tick and Scorpion. The graphics and sounds have been improved over the original. Now you can see very impressive Bosses, levels and lighting effects, and you can hear neat sound effects and voices (of VectorMan himself!).

What's down: At the time of this writing, we are not sure if Sega will run another \$25,000 contest for VectorMan. If they don't, then forget it! We aren't buying the game! (Kidding, of course.)

Why you should care: VectorMan can arguably be called the best side-scrolling action title that the Genesis has to offer. Part two gives you all of the original and then some. What else do you need to know?



The graphics in VectorMan 2 are top-notch.

Virtua Fighter 2



From these early screen shots sent to us by Sega, VF2 looks terrific for being a 16-Bit title. Look for this to be a hot cartridge.



System: Genesis
Publisher: Sega

What it's about: A two-dimensional fighting game that has moved from both Virtua Fighter 1 and 2. All of the fighting styles are based on real-life martial arts.

What's up: Not much is known about VF2 for the Genesis yet, but so far, the game looks colorful and detailed. But as every VF fan knows, the animation is what really made Virtua Fighter 2 stand out in the arcades. We will have to wait to see how well Virtua Fighter 2 runs on the Genesis' 16-Bit processor.

What's down: Will a two-dimensional Virtua Fighter game work? Don't forget, you won't be seeing any fireballs or Dragon Punches, just straight hand-to-hand martial arts.

Why you should care: If this Genesis game plays as well as it looks, then Sega will have a winner on their hands.

VF2 is really a combination of VF1 and 2. The only difference is that the Genesis version is two-dimensional.



Waterworld



This map simply shows you what stage you are currently on. Kind of useless, huh?

System: Super NES, Genesis **Publisher:** Ocean

What it's about: A shooter that takes place on water. You can move around in, and enemies can come from, any direction.

What's up: This game will cost only a fraction of what the movie cost.

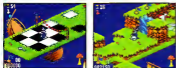
What's down: Running out of ammo when five Smoker Jet Skis are bearing down on you.

Why you should care: Waterworld is a change from traditional shooters where you are moving forward in one direction all the time. Now, you can speed around large levels, taking on Smokers from all sides.

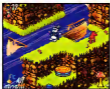


As you can see in the lower-left picture, Dennis Hopper lent his profile to Ocean. That cheapo will do anything for a buck.

Whizz



Whizz is like Sonic 3D Blast with a splash of Taz put in for fun. The game is as colorful as it is frantic.



System: Super NES **Publisher:** Titus

What it's about: An action game that looks like it will try to compete with Sonic 3D Blast. Whizz is a fast-paced adventure game that is played in an isometric view. You are a magical bunny who dashes through level after level, destroying enemies and avoiding traps.

What's up: Colorful and bright graphics. Fast-paced action. Tons of hidden traps and bonuses. Plus kids will have a field day with the name of this game.

What's down: You have to finish each stage in a very short period of time. Forget about exploring—you have to rush through each level.

Why you should care: Kids should have plenty of fun (and a little bit of frustration) with Whizz.



You'll have to complete each stage in a short amount of time.

World Series Baseball '96



The critically acclaimed World Series Baseball line gets a 1996 update from Sega.

System: Genesis **Publisher:** Sega

What it's about: Sega's baseball franchise may be singing its 16-Bit swan song with this solid sports title.

What's up: It plays and looks as great as WSB '95, but has updated season stats and rosters for the '96 season.

What's down: If you already own WSB '95, you might be wishing for more changes than that.

Why you should care: It'll give you something to do the next time those players go on strike...



Here, Sega demonstrates that they can do 16-Bit renders of baseball players' behinds.

X-Women



This robot is ready to throw Rogue off this giant branch.

System: Genesis
Publisher: Sega

What it's about: The lovely ladies of the X-comic books that we've grown up to love are off in their own Final Fight type of adventures.

What's up: Play as Rogue, Storm or any of the other various X-Women. Each has her own special powers that she possessed in the comic books.

What's down: The characters look very small so far. Perhaps they'll grow a little by the time the final game comes out.

Why you should care: Any time

you can involve the X-Men (or X-Women in this case) in a video game you should do so. These gals have a great following and it's cool to see them in a video game without the likes of Wolverine stealing the limelight.



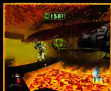
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Cool Pocket

There is a special place where gamers go to relax and play games that don't always take a lot out of them. This place isn't too far away. It's a place somewhere in between the home systems and the Tiger handhelds. This place is known as "the portables."

So what makes the portables stand out these days? Home systems are nice in many ways, but you can't take them on the road. Sure, handheld games generally can't compete with some of the games out for the consoles (i.e., Mario 64, Die Hard Trilogy, Tomb Raider, etc.), but the games can be a heck of a lot of fun.

On the other end of the spectrum, we have the Tiger handhelds. Though some of them can be sort of fun or at least interesting, usually depth is not a feature these games have by any means.

So all of this brings us to the place called "the portables"—where the graphics and gameplay are better than the Tiger games, but in portable land, the systems aren't anchored at home like the Nintendo 64, Saturn or PlayStation.

This look at handhelds will tell readers what's new with two handheld systems (mostly Pocket Game Boy and a little on Nomad) and if they're worth picking up.



ON THE GO

That's right, the Pocket Game Boy lives up to its name—it does fit in a pocket. Portables are the perfect solution to the problem of gaming on the go. The GB and Nomad are graphically better than the Tiger handhelds but cheaper than the home systems.

Game Boy Game Boy Pocket

Here it is—the re-release of the handheld system that is doing surprisingly well in an age of 32- and 64-bit systems. How can this be happening? Isn't the Game Boy dead?

The answer is a resounding "NO WAY!" Considering that over 400 games have been released since the Game Boy came out back in 1989, and since that time, over 45 million people have bought the Game Boy around the world (close to 20 million in the United States).

Now the Pocket Game Boy has been released seven years later. Since both the old Game Boy and the new Pocket Game Boy use the same little carts, that means all of those games are available across the board. So why should gamers spend the \$60 (\$59.99 MSRP) on the Pocket Game Boy at this point on the video game timeline? Besides it being cool-looking, there are some features that make the Pocket a worthwhile purchase for any game enthusiast.

First (and quite possibly most important) the Pocket Game Boy has a screen with a higher contrast. The graphics will look much sharper than on the original Game Boy, and there will be next to no blurring on the Pocket. Playing side-scrollers like Mario Land or Kirby's Dreamland gamers will notice that the game is very playable. Frustration on the original Game Boy has been turned into fun gameplay. After all, that's what games are all about, right?

With this increased resolution comes the question of battery usage. Many may think that if the graphics are better, more batteries will be needed. This couldn't be further from the truth. The Pocket Game Boy uses less battery power than the old Game Boy. What took four "AA" batteries before, now only takes two "AAA." The old Game Boy lasted about 10-15 hours on those four batteries where

the Pocket lasts a full 10 with only the two dinky cells. That's what a handheld is all about: not having to worry about power usage when the system is far from a wall outlet and an AC adapter.

With all of these major upgrades comes yet another. They've packed new technology in the little GB so people would think that it's either bursting at the seams or it's even bigger than before. Again, Nintendo pulls another trick from its sleeve and proves that bigger doesn't always mean better. The Pocket Game Boy is 30 percent smaller than the original system, and as gamers can tell by the pictures shown, the Pocket Game Boy lives up to its name.

Another concern may be if there will be any good games out for the system in upcoming months. Besides the Nintendo games (including the recently released Donkey Kong Land 2 and Tetris Attack) there are other companies bringing out a slew of games. THQ, the second largest producer of games for the Game Boy (second only to Nintendo according to THQ) has titles like Urban Strike and FIFA '97 on the way as well as plenty of already released titles (like Pinocchio and Toy Story).

If the question asked before still isn't answered (if the Pocket Game Boy is worth buying), here's another thought to consider: Is gaming about incredible graphics and rendered cinematics or is it about fun? The Pocket Game Boy is far from being a graphically impressive piece of hardware but it should provide plenty of fun with all of the games available.

SIZE SIDE BY SIDE

Where should we start with the differences? First the incredible 30 percent size difference is obvious (from the pictures above). Also notice that the old Game Boy takes four "AA" batteries whereas the Pocket Game Boy only takes two "AAA" batteries. That saves money in the long run.



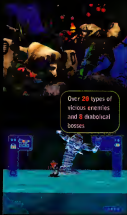
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Nomad

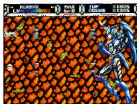
The amazing shrink-ray has struck again, but this time it's been used by Sega. They figured that since they had the Genesis and the Game Gear, why not make a handheld (like the Game Gear) with the power of the 16-Bit Genesis. So they made one and called it the Nomad.

The Nomad is a 16-Bit handheld that is everything the Genesis is except portable with a cost under but pretty close to \$200. The system features six-button control (perfect for newer games especially fighting games like Street Fighter). The Nomad also lives up to its name traveling from place to place...the question is: Who plays the part of the camel?

So what about the Nomad is special? We'll start with the resolution. Unlike some handhelds that have only shades of color or only a few, the Nomad has the same specs as the Genesis. That means 64 colors are on screen at once—for a portable system, this is impressive.

The graphics on the Nomad are much like the Genesis. The concern with most handhelds though is blurring. From what EGM has seen of the Nomad so far has been perfect as far as resolution goes with little blurring on most games but more blurring on fast side-scrollers like Sonic. Some EGM editors compare the quality of the screen to the Turbo Express handheld of long ago (which played Turbo-Grafx 16 games).

Another option that may appeal to gamers thinking about the Nomad is the TV adapter. We're not talking about a device that allows owners of the Nomad to watch TV on the small screen—we're talking about an adapter that makes the Nomad into a regular



WHICH GAMES TO BUY?

Curious about which games would be good for such a tiny screen? Puzzle games always seem to be a handheld favorite. Pictured above are a few that we thought were good choices. There are plenty of others considering the amount of games that are available. Keep an eye out for cheap games in bargain bins at retail chains—these can be perfect places to find older games that play well on the Nomad.

Genesis (basically it's an RF adapter for the Nomad). People might call it Sega's answer to Nintendo's Super Game Boy except this one is fully 16-Bit.

A problem with full-color, back-lit handhelds is power consumption. The Game Gear usually lasted about four hours on six "AA" batteries. Battery packs were available and usually were priced at \$30 or more. The Nomad, which also takes six "AA" batteries lasts for three hours. There is a battery pack available by Sega that costs close to

\$60. In the long run, the battery pack is cheaper but \$60 may be a bit steep for some. An AC adapter is also available for the Nomad but you can't take that on the road (without a really long extension cord).

Buying the Nomad makes sense if gamers want access to the 600+ games in the Genesis library but don't want to be tied down with a home system. Since it only lasts three hours though, gamers who want to have a system on the road might think twice.

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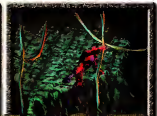
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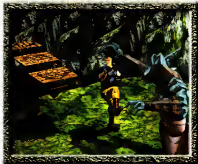
PITFALL 3D

ACTIVISION'S RUMBLE IN THE JUNGLE

The last time gamers saw Pitfall Harry Jr., he was a sprite-based, 16-Bit, 18-year-old punk kid who dashed and leapt his way through a colorful, side-scrolling Mayan adventure (which appeared on nearly every game system, by the way). Now he's returning, a little

The game's enormous, 3-D environments scroll in all directions, with players having near-total freedom in choosing which areas they want Harry to explore. Pitfall 3D is still packed with the trademark obstacles of the Pitfall games—like swinging vines and croc-infested pools—except

now players enjoy a level of almost Super Mario 64-like freedom in maneuvering around trouble spots. But Activision assures that this lack of player control over the camera won't hinder gameplay. It will instead enhance it, since the camera will always pan to show oncoming obstacles.



now players enjoy a level of almost Super Mario 64-like freedom in maneuvering around trouble spots.

Players view Harry from a third-person perspective, which is controlled by the computer and can't be switched or panned around like in Tomb Raider or Mario 64 (although the

direction in which Harry's facing will determine what will be shown on screen). For instance, if Harry approaches a narrow row of suspended platforms, the camera will swivel around to show Harry, the platforms and the gaps between each platform. Any missed leaps across the platforms will therefore be the fault of the player rather than due to a poor view. The game camera will also add a cinematic feel to the game. It will zoom out, for example, when Harry approaches an area that's likely to be teeming with hidden

older, a heck of a lot tougher and—most important of all—in complete 3-D.

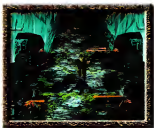
Pitfall 3D, Activision's 32-Bit update to its long-running and beloved Pitfall series, is expected to come out for the PlayStation in the spring of 1997. The game is still deep in development, but *EGM* recently visited Activision's Los Angeles offices, talked with members of the game's development team and came away with plenty of screenshots and behind-the-scenes info. Above all, we learned that Pitfall 3D is definitely a departure from previous 8-Bit and 16-Bit Pitfall titles.

For starters—and this should come as no surprise—everything in the game, from the terrain to the enemies to Harry Jr., is made up of 3-D texture-mapped polygons.



enemies. (Incidentally, Pitfall 3D's camera-panning routines were created by Francois-Yves Bertrand, who worked on the camera angles of the Virtua Fighter games—see sidebar.)

Another new twist to the Pitfall franchise, and this one's a doozy, is Harry's ability to perform a slew of fighting moves. By the time the developers are done designing and tweaking his collection of moves, Harry will be able to pull off nearly 50 distinct attacks. For instance, if he finds himself surrounded by bad guys, Harry can perform a sweep kick to topple any enemies in range. Players will activate many of these moves through Street Fighter-type joystick motions and button presses, although Harry will not be able to grapple and throw opponents like most fighting-game combatants can. Also note that not all of these moves will be



available at the beginning of Harry's adventure; rather, they will be picked up as power-ups as players progress through the game.

Players will also come across various weapon power-ups too, such as swords and stones. Yet Activision wants to keep combat in Pitfall 3D up close and

personal, so it's doubtful that players will find any weapons that let them attack enemies from a distance. Don't expect to see Harry Jr. wielding Uzis or a machine gun (as Lara Croft does in the somewhat similar title Tomb Raider). Harry's whip, which saved his life more than a few times in the Mayan Adventure, will be left out of Pitfall 3D, as well.

The game's plot is much darker than the Mayan Adventure's quirky story line. An ancient dimensional rift has opened between Earth and the magical world of Djinn, which is infested with evil, mutated creatures just aching to take over our

planet. Harry Jr., now a few years older than he was in his last adventure, has ventured into Djinn in the hopes of finding some way to seal the rift before the monsters escape.

Djinn is divided into eight distinct regions, which are themselves divided into three zones each, giving the game 24 levels in all. Players start in a Rain Forest region and battle their way through its three zones. Once they reach the third zone, however, players will find entrances to at least two other regions. Those regions, in turn, will lead to more regions, and so on and so on. This branching of

PITFALL'S VIRTUAL FIGHTERS

Considering all the hand-to-hand combat Harry Jr. gets into, two of Pitfall 3D's developers seem especially suited to their jobs. After all, they helped create the world's most popular 3-D fighting games.

Francois-Yves Bertrand



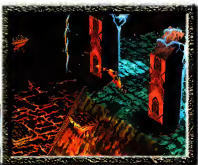
Before coming on board at Activision to develop Pitfall 3D's graphics engine, Lead Programmer Francois-Yves Bertrand worked for Sega of Japan, where he developed the camera and collision system for Virtua Fighter 1 and 2. He began his career in the coin-op market with Systeme, a European game company.

Lead Modeler/Animator Jeff Buchanan also worked at Sega of Japan (after serving a six-year stint in the U.S. Marine Corps and being wounded in Operation Desert Storm). Buchanan created the 3-D models, animations and texture maps for the Virtua Fighter and Virtua Cop arcade games.

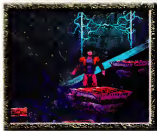
the game's levels keeps Pitfall 3D from becoming too linear, since players can re-enter previously explored areas to find entrances to new regions.

The main objective of the game, therefore, is for players to find the entrances to each region and explore every zone in the game. Pitfall 3D's regions all share the same earthy, jungle-inspired look you'd expect from a Pitfall game. Besides the

Although they may now be composed of polygons, many of the obstacles and creatures in Pitfall 3D will no doubt be familiar to fans of the Pitfall games. Harry will still need to swing on vines, jump on crocodile heads and leap across chasms. But now he'll have to contend with a bizarre

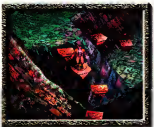


3D is filled with features that tag it as a true next-gen game. But one question that's on every gamer's mind is whether Activision will remember its roots. Namely, will Pitfall 3D's developers hide within the game the original Atari 2600 version of Pitfall (which was hidden in the *Mayan Adventure*)? Well, they are reportedly toying with the idea of putting one area in the game that's made up of nothing but swinging vines and crocodile-filled pools, and players will view this area from the side, giving the zone an almost 2-D look. Sounds a bit familiar, doesn't it. ■



assortment of creatures that morph from objects in the game's environment. For example, lava flows in the volcanic region will transform into magma monsters, and ordinary-looking rocks will unexpectedly morph into man-bashing beasts.

With its transforming critters, slew of fighting moves and 3-D graphics, Pitfall



Rain Forest, Harry will explore a sky-high cloud region, a war camp, a lava-laden volcanic area and a prison tower.

Each zone presents Harry with a certain objective. For example, he might have to kill a Boss (of which there may be as many as seven) or collect certain artifacts. Some artifacts may even be needed to explore other regions in the game. For instance, players might need to find a torch before they can safely explore an especially dark region. The game is packed with hidden areas, too, which Harry will find behind jungle foliage, down pits and in other out-of-the-way places.



The Man With The Plan

One member of Pitfall 3D's development team is fairly new to the video game industry. But that's okay, considering that his profession—if not brand new to the industry—is certainly growing in prominence among game developers. Christian Gossett is Pitfall 3D's conceptual artist, which means everything players see in the game—from creatures to terrain to Harry Jr. himself—started out as one of Gossett's sketches. His drawings and ideas then went to the project's 3-D modelers, who turned Gossett's concepts into the texture-mapped, polygonal world through which players guide Harry.

Conceptual artists are more often found working in the movie and comic book industries. Illustrating comics and drawing storyboards to aid directors with the filming process, Gossett is one of the most accomplished illustrators in the comic book business, and his work has appeared in the *Star Wars: Tales of the Jedi* comic series, *Star Wars* role-playing manuals and DC Comics' *Superman: Year One* comic book.

EGM talked with Gossett about his work on Pitfall 3D and the growing presence of conceptual artists in the video game industry.

EGM: First off, what is conceptual art as it relates to the video game industry?

Christian Gossett: Conceptual design is, at its heart, the visualization of a world in totality that hopefully is new and something people haven't seen before, but it reminds them of things that they've loved in the past.

EGM: What did you look toward for inspiration when you were sketching the environments and characters of Pitfall 3D?

CG: It's Pitfall, so it models a pretty well-established genre of jungle adventure, going back to Indiana Jones—actually going as far back as Tarzan. But we've definitely made a break away from that in certain ways. We've tried to add to the genre, because there's a lot of things that have already been done within it, and not repeat what's already been done.

EGM: How many creatures and characters did you design for the game?

CG: In addition to Harry, there have probably been nearly 50 in conception. As far as who will make the cut and end up in the final game, that's still being decided at this time.

EGM: How is that decided?

CG: Basically, the entire team gets together and decides what's cool and what's not.

EGM: Of all the objects and creatures you designed, which one sticks out most in your head?

CG: I'd rather say everyone's just going to have to wait and see.

EGM: How is being a conceptual artist for video games different from being one for comic books or films?

CG: Well, any medium you use is going to have its own limitations, and it's simply learning to embrace a new set of limitations. In comics, it's mainly text restraints. In computer games, it's mainly memory restraints. And there have been camera angle restrictions and things like that. Also, we're



all learning 3-D, the industry as well as the players, and figuring that out and what's confusing and what's clear—those are the real challenges. As far as coming up with an interesting-looking jungle with ruins and creatures, that's really not as difficult as making it all work in a 3-D game environment.

EGM: Do you see a time when conceptual artists like yourself will play a larger part in the game development process than they do now?

CG: Most definitely. The more the technology improves, the more potential for wonderful art will be there. If you've got this game that can do all these wonderful things, you're going to have to have some wonderful artists contributing to the environment. It's new for us as conceptual artists, it's new for software executives to have these bohemians coming up to their corporate towers and telling them, "Well this is what you really need it to look like." The whole dance is new.



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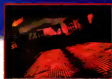


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PROPAGANDA

A HIGH-SPEED CHASE THROUGH AN ALTERNATE REALITY

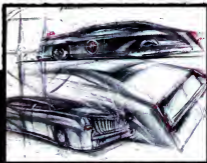
Propaganda, one of Burst's (a division of Virgin Interactive Entertainment) best-kept secrets, has finally been unveiled. The game has been quietly in development for over a year now and is due out for the PlayStation in the summer of 1997. From what we hear, Propaganda has the potential to be one of the hottest and most unique driving games for the PS. Propaganda's developers say the game will offer cutting-edge 3-D polygon graphics and combine movielike plot interaction and game presentation in one neat package. EGM recently had a chance to view the filming of Propaganda's FMV sequences, which was set in a huge sound stage in Burbank, Calif. In between takes, we got a chance to speak to Neil Young, vice president of product development at Burst. He informed us about the game's development, progress and essence.

THE ESSENCE OF THE GAME

"Whenever I go to the theater and watch an action movie like *Die Hard With A Vengeance*, I find that there's always parts of the film that would be cool to play as a game. Do you remember when Bruce Willis and Samuel Jackson were racing the Mercedes-Benz through New York? Wasn't that cool? As a gameplayer, I would like to play that part of the movie in a game. However, one of the things that makes that part of the movie so appealing to me is not just the mindless racing around at breakneck speeds and bashing into things (although that's also cool in itself). There's also a sense of urgency of "I gotta do this" or "I gotta go here" which has been developed through the plot of the movie. In other words, the reason that moment in the

movie is so exciting isn't just because of the immediate action going on around you, but also because of a chain of events in the story line that led up to that climactic chase. The plot development manipulated (or attempted to manipulate) your emotions way before a hand ever touched the steering wheel.

"Being an avid gamer, I have to say that I love racing games like *Ridge Racer*. The developers of RR have honed the essence of that game to perfection (going from point A to point B as fast as possible), and it works quite well. Still, I wouldn't mind playing a game that gave me a



life- and-death reason for racing.

"Games like *Twisted Metal* (another game I like) begin to introduce some elements of a story line and subsequent urgency, but that game is more about kill or be killed, and whoever is left standing wins. I feel that TM still doesn't fully capture the emotion the way a motion picture can. Why? Because although the story in the game explains a situation or an occurrence, the story is still distant from the actual game. The player is hearing about things that happened in the past or being shown what will happen in the future if you do such and such to this person. It



tells you why, but it doesn't show you how. Role-playing and even some action games develop the story line within the game environment but for some reason, racing games really don't. Since we (Burst) couldn't find a racing game that immersed the story within the action, we just thought we'd go ahead and create it ourselves. That's when Propaganda was born.

REALLY UNREAL

"With Propaganda, we decided to create an alternate universe that's based on reality. The Propaganda Universe starts deviating from our own around World War I. Before that period in time, history has developed exactly the way ours has. So although the game itself is set in 1956, the world in the game has a different set of values and

things like architecture and technology have developed differently. You'll see familiar things like muscle cars, but they've gone off on a slightly different angle (cars have lock-on weapons and missiles for example). It's a different universe, but it's rooted in reality. The reason we did this is to give a sense of realism to our fantasy universe. Again, the appeal in movies comes into play

here. One of the reasons movies like *Raiders of the Lost Ark* are so cool is because you could kind of be Indiana Jones because the movie is sort of real. The fantasy is based in reality. This is what we want to capture with Propaganda. We want players to fill the gaps in the reality. I feel that the game will be more compelling this way.

FMV IS A FOUR-LETTER WORD

"Because we wanted to introduce a motion-

picture element to Propaganda and still make it a gamer's game, we are taking a different approach with our in-game cinematics. For example, in the intro, the hero (Jack Heller) has been sentenced to death in front of this 1930s, Nuremberg-style rally, and as he's escorted down to the death chamber, he escapes. As he's running down a hallway, Krieger (Jack's archenemy) goes after him with a shoulder-mounted rocket launcher. Krieger shoots the rocket, it misses Jack and blows a hole in the wall. Jack jumps through the hole in the wall, hits a bridge and as the bridge swings down toward the camera, it transitions from the FMV into the polygon game world. We want the FMV to be as integrated and as seamless as possible. Some of the FMV take the form of teasers (which are played during gameplay) explaining a new



situation. Instead of getting to a new level and the enemies are suddenly harder for no apparent reason, we will explain the increase in difficulty through the teasers. We have to be careful with our use of FMV so that it doesn't alienate real gamers.

WE SEND YOU OUR VERY BEST

"There's a lot of other cool stuff I'd love to tell you about the game but I can't at this time. I know I sound like a broken record, but the most important thing I want to maintain with Propaganda is to make it a game for real gamers. How many PlayStation games that were released a year ago do you go still play today? I would say just a handful at best. We want Propaganda to be one of those handful of games that stand the test of time."



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PER BOWL

IT'S UN-BOWL-IEVABLE!

CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has



a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see

the interception again, and again, and again.

NEW RECORDS & STATS

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only



game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

- 1 TECMO® SUPER BOWL™
- 1 SONY™ PLAYSTATION™
- 1 TELEVISION

+ 2 OR MORE PLAYERS

= GREAT FOOTBALL FUN



If you like REAL FOOTBALL WITH REAL PLAYERS you'll LOVE TECMO® SUPER BOWL™

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Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)



SATURN



MECHWARRIOR 2

31st-Century Combat Hits The 32-Bit Systems

The pickins have been pretty slim for console owners who are fans of 'Mech sims. Sure, PlayStation and Saturn gamers can boot up Krazy Ivan and Gurr Griffon respectively, but those titles are too arcade-oriented for the tastes of most die-hard robot jockeys. The 'Mechs in both games handle more like race cars than lumbering, weapons-laden robots, leaving console gamers hungry for something a bit more technical...a bit more realistic. That something has been



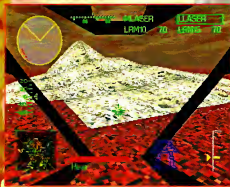
available to PC gamers for more than a year now. MechWarrior 2 is the premier PC 'Mech title—and for good reason. It has a large selection of even larger robots, loads of missions and to top it all off,



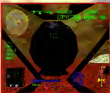
an epic background story (which is based on FASA's BattleTech RPG universe). Now Activision is developing MechWarrior 2 for both the PlayStation and Saturn consoles. But gamers aren't going to be subjected to a strictly as-seen-on-PC port. (Although that wouldn't be all that bad, considering the huge following garnered by the PC game.) The console versions are being redeveloped—so to speak—with the console player in mind. Activision's packing them with enhanced graphics, new missions and a slew of other improvements and changes (see sidebar).

Better yet, Activision isn't simply developing the game for one console and porting it over to the other; both versions' graphics engines are being built from the ground up to take advantage of each system's strengths. Consequently, the Saturn version features sharper, more detailed graphics, while the PlayStation version plays a little better. Both incarnations will move at about the same speed—a breezy 20 frames per second. Activision is still trying to bump that rate up to 25 FPS.

For those unfamiliar with the game, MechWarrior 2 is set in the early part of the



Continuous weapon fire overheats your 'Mech in the heat of battle. Since hot 'Mechs shut down, you should shoot less and aim better.



As Seen ON PC?

Unlike most PC-to-console ports, the PlayStation and Saturn versions of *MechWarrior 2* might actually make some PC owners jealous. After all, the console versions are loaded with features that you won't find in the PC game.

For starters, the console games shine with enhanced, texture-mapped graphics, as well as brand-new lighting and shading effects. The game moves more smoothly too, boasting a frame rate of at least 20 FPS (You'd need an expensive, high-end PC with a 3-D card to match the speed and detail of the console versions.)

But the graphics aren't the only thing that moves faster in the console versions—the gameplay moves at a quicker pace too, giving the games a more arcade-like feel (note the presence of power-ups). The missions are packed with more bad guys (often twice as many, in fact), and a wider selection of enemy 'Mechs now lie in wait at each way-point. And let's not forget that players have an extra 16 missions to accomplish, as well.

Control of your 'Mech has been simplified to accommodate the control pads of each system. This streamlining of the control means certain options—such as the ability to jetison weapons and select missile cam view—had to be left out of the console versions. But it also means the game is less complicated and plays at the faster pace console owners have come to expect of their titles.



The exterior view lets you check your 'Mech for damage.

"MechWarrior 2 features 48 missions in all."

31st century, when control of the galaxy is divided among several warring clans. Peace isn't an option to these militant groups, who instead unleash their armies of 'Mechs to do battle with opposing clans. Players begin the game by choosing a clan—either the Jade Falcon or Wolf clan. They then climb into the cockpit of one of 12 imposing 'Mechs and go on a variety of missions to cripple the enemy clan. As they accomplish missions, players will advance through the ranks, from lowly MechWarrior to Khan, the clan's leader.

MechWarrior 2 features 48 missions in all (as well as a few brief training missions). Both the Jade Falcon and Wolf clan campaigns offer 16

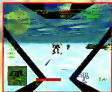
missions, each which gamers can play through in the game's Career Mode. What will really excite *MechWarrior* fanatics are the 16 other, never-before-seen missions that Activision is adding to the console versions. Murali Tegulapalle, Activision's producer for both console versions, said the idea behind these new missions is to offer something exclusive to console owners.

"We were thinking about adding missions from *Ghost Bear* (the PC expansion set for *MechWarrior 2*) and *Mercenaries* ('Mech 2's sequel), but these missions are still designed for the PC player," Tegulapalle said. "So

we asked, 'What if we went in and made new missions and new campaigns and designed them from scratch with only the console player in mind?'"

That's exactly what the developers did, and, consequently, the new missions play at a faster pace than the 32 other PC-inspired levels. In addition to this multitude of missions, players can also jump into an instant-action mode (called the *Trials of Grievance*) that puts them on a target-rich battlefield in a decked-out 'Mech. The PlayStation version also supports a Two-player Mode, which requires two consoles and a link cable. The two players can either work together or against each other in the *Trials of Grievance* minigame.

MechWarrior 2's missions



Your 'Mech's turret can turn independently of the direction you're headed, letting you go on drive-by shooting sprees to blast enemies.





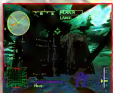
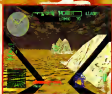
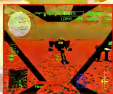
Your weapons have left this guy three limbs shy of a full set, and now he's waiting for you to end it all. Hurry and finish him off.

"Some 'Mechs come with jump jets that give limited flight capabilities."

are set on different planets, giving players an assortment of scenery to look at while they're locked in combat. From urban landscapes to frozen canyons to scorching deserts, players will tear through plenty of varied terrain. Yet the different locales do more than just add visual spice to the game—they affect the performance of your 'Mechs, too. For instance, snow levels let you blast away with your weapons longer, since the sub-zero temperatures

protect your 'Mech from overheating. Missions set on desert planets have the opposite effect, so you'll have to avoid going too gung-ho with your guns.

Throughout MechWarrior 2, players will embark on a huge assortment of mission types. Some are routine recon patrols, some escort duty and others are simple search-and-destroy excursions. Each mission is divided into waypoints, to which players must guide their 'Mechs, and most



waypoints serve as the location of a mission objective. For instance, one mission may have you guiding your 'Mech to the first waypoint, where you'll have to scout the area for enemy 'Mechs. Once the area is clear, you'll need to move on to the second waypoint, which may be the site of an enemy munitions plant that could use a good blowing up. If you accomplish both objectives with your 'Mech intact and a few missiles to spare, you can help out your fellow 'Mechs before calling for the dropship that will take

you back to base. Scattered between the waypoints are power-ups that players can nab to give their 'Mech an edge in battle (see sidebar).

As players progress through MechWarrior 2's campaigns, they'll earn access to more powerful 'Mechs and weapons. They'll be able to customize their robots with more than 20 different armaments, including lasers, missiles, machine guns and cluster rockets. Some 'Mechs even come with jump jets that

DARE TO COMPARE

Both the PlayStation and Saturn versions of MechWarrior 2 were developed specifically for their respective systems, so neither looks shoddy when compared to the other.

The developers of the Saturn version have learned to deal with the system's quirky dual-processor

architecture. The Saturn version, consequently, looks a little better than the PlayStation incarnation (check out these screenshots and see for yourself).

The PlayStation version, on the other hand, controls and plays just a bit better than the Saturn.





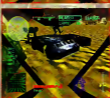
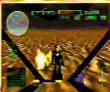
give limited flight capabilities.

Combat in MechWarrior 2 requires careful aim, because continued use of your weapons will overheat your 'Mech (a dangerous situation—overheated 'Mechs shut down and become defenseless). Like in the PC version, players can also link weapons so that they'll fire in unison. For instance, rockets can be set to fire with lasers to deliver an extra-powerful punch to the armor of enemy 'Mechs. Players should be conservative with linked-weapon fire, however, since it will overheat their 'Mechs that much faster.

The huge arsenal hauled around by the game's 'Mechs may seem excessive, but—trust us—it isn't. MechWarrior 2's robots can take a heck of a lot of damage before they're

destroyed. You can blow the arms and one leg off most 'Mechs before they go down for good. (The good news is that your 'Mech can take just as much damage.) Cockpit displays tell you how much damage you've inflicted on the bad guys. Damaged limbs of enemy 'Mechs glow red, for instance.

The graphics in both console versions are outstanding. Everything—from the terrain to the sky to the 'Mechs—is rendered in detailed texture-mapped polygons. (The texture maps were taken from the special-edition PC version that was developed for high-end 3-D cards.) Lighting effects are used heavily throughout the game, as well. Explosions splash light across the battlefield and shadows play across the cockpit's surface as the 'Mech or its turret change direction. In addition to the sharp visuals, players will hear



some way-cool sound effects, such as the digitized female voice that warns you of your 'Mech's damaged systems and explains your mission objectives.

MechWarrior 2 will no doubt appeal to most console owners, who until now really had no access to a detailed simulation of 'Mech combat—unless they own a PC. But players of the PC game may want to check out the console versions, too. With its enhanced graphics, original missions and other new features, MechWarrior 2 is more than a run-of-the-mill PC port. It's definitely new and improved. ■

RELEASE DATE	DIFFICULTY	
February	Adjustable	
PUBLISHER	% DONE	
Activision	50%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

Something new lies scattered across the battlefields of MechWarrior 2—power-ups. Each mission zone has these 'Mech enhancements hidden in key areas. For instance, you might come upon a health recharge at a waypoint positioned halfway through a mission just when you need it most. And don't worry 'Mech Warrior purists—the game's developers will include an option to turn off the enhancements (or perhaps make them unavailable at a higher difficulty level), so the game will play more like the power-up-free PC version.

Here's a look at the game's eight power-ups. (Note: These enhancements are subject to change once MechWarrior 2 reaches the hands of Activision's game testers.)

Heat Sink Augmentation: Increases the efficiency of your 'Mech's heat-dissipation system, so you can blast away at enemies longer without overheating.

Invisibility: Take the worst your enemies can throw at you without suffering a scratch. Allows you to go on the offensive, too, since you can ram enemies.

Stealth: Hides you from enemy eyes and radar scans. It's the perfect power-up for recon missions.

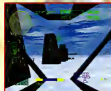
Jump Jet: Lets you jump higher and fly farther than you can with regular turbine engines. This sucker also reduces engine overheat from too much jump jet usage.

Health: Extend your 'Mech's service life with this instant repair job. It'll even regenerate limbs lost to particularly problematic enemies.

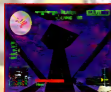
Fire Rate Increase: Give more bang for your buck—or, at least, your weapons charge.

Weapons Reload: Tops out ammo supply for all weapons.

Speed Burst: Doubles your 'Mech's running speed for a limited time.



Ice worlds keep your 'Mech cool, so go nuts with your guns.



Your 'Mech's turret swivels like a head, letting you look all around.





NHL 97

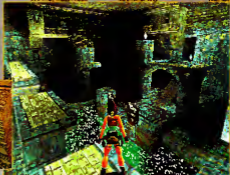
Some guys have nightmares when they're awake. The lucky just get a bloodshot eyelid of severe puck abuse.



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SATURN



Tomb Raider

Indiana Jane And The Temples Of Doom

Eidos Interactive's soon-to-be-published Tomb Raider looks to be perhaps the best PlayStation game released so far, but owners of Sony's 32-Bitler shouldn't feel too smug about it. The game's coming to the Saturn, as well, and this version looks every bit as good as the PlayStation incarnation.

For those unfamiliar with this highly impressive adventure title, Tomb Raider is a 3-D game of exploration whose plot borrows heavily from the celluloid exploits of Indiana Jones—except Tomb Raider's hero is a gun-totin', hard-bitten, beautiful woman named Lara Croft. And the very buff, very acrobatic Ms. Croft makes Indy Jones look like a wimp: She can leap across 15-foot-wide chasms, push around massive stone blocks and fire two Uzis

at the same time, one in each hand.

Lara's adventure begins when a mysterious businesswoman named Jaqueline Natia hires her to seek out an artifact hidden in a Mayan temple in Peru. It turns out the artifact is one of three pieces of the Atlantean Scion, a powerful, magical object that Natia hopes to nab for her own evil purposes. The first level has Lara seeking out this artifact, which Natia promptly steals back once it's found. The rest of the game is spent in a globe-trotting adventure, one that ends with discovering the fate of Atlantis.

Tomb Raider is divided into four subterranean levels, each set in a different part of the world, and these levels are divided into different zones. Lara starts in the Mayan Level, which is made up of three zones, then she explores a Greek Level, with four zones; then an Egyptian Level, comprised of two zones; and finally she winds up in Atlantis, which is divided into three zones. Each of the levels has its own, straight-from-the-history-book look (no wonder, since the game's underground environs were modeled after real-life ruins).

And the levels are huge. A



typical zone extends for what seems like miles and is filled with hidden areas that Lara can only reach by scaling cliffs or diving into murky underground rivers. Lara's tour through these areas isn't without its dangers, though. Each zone is infested with a zootful of hungry animals and



Think Lara's a wimp? You try pushing a one-ton boulder!

Dare To Compare

Tomb Raider's developer—England-based Core Design—has taken special care to ensure that both the Saturn and the PlayStation versions of the game play equally well. The graphics certainly look identical. Check out

the screenshots and see for yourself.

Oh, and also see if you think the game looks at all similar to a certain 64-Bit title starring a familiar Italian mascot. Many have drawn comparisons between Tomb Raider and Super

Mario 64—although any similarities between the two titles are coincidental, since Core began putting Tomb Raider together more than a year and a half ago, well before Nintendo released any screenshots of its killer app.





other creatures (see sidebar).

Players control Lara from a third-person, behind-the-back view as she explores Tomb Raider's polygonal environments. This perspective can be switched to a second View Mode that lets Lara look all around her—a handy feature, since she'll often find herself standing at the edge of a precarious drop.

Control in Tomb Raider is outstanding. Lara can perform forward and side flips, direction-changing tumbles,

Wet and WILD

Much of Tomb Raider's rugged world is pretty darn picturesque. Take a gander at this Mayan Level sequence in which Lara takes a brief dip in an icy underground stream—only to find it leads to 100-foot-high waterfall.



dash-spinning leaps and hand-over-hand shimmys along narrow rock outcroppings. In a sense, the game plays like a 3-D version of Prince of Persia or Flashback, in that Lara can grab on to cliffsides in midfall and pull

herself up onto higher platforms. But her acrobatic prowess isn't the only asset Lara has in escaping critters and navigating the game's world; she packs some serious heat, too. Although she starts the game with a pair of low-caliber handguns, she later finds a shotgun, Uzis, magnum pistols and other high-powered armament (which she can fire while leaping).

Despite the arsenal, Tomb Raider is more a game of exploration than constant combat. Lara will spend more time wandering Tomb Raider's

world and figuring out its puzzles—most of them involving switches and moving blocks—than she does blasting beasts. But that's okay. Tomb Raider just goes to show that the next wave of 3-D games is going to be more immersive than ever. ■

Don't Feed the ANIMALS

Animal lovers should probably look away, because here's a peek at just a few of the critters Lara blows to bits in Tomb Raider. She doesn't have much of a choice, though, since most of these beasts sit a bit higher on the food chain than she does.



RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	% DONE	
Eidos	95%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



SATURN

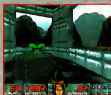


DOOM

Classic Action Lands On Saturn

With all the Doom wanna-bes that have popped up in the past year, one has to wonder whether the original can still stand up by itself. GT Interactive seems to think so, and they're giving Saturn owners a chance to get Doomed.

More than just your average Doom package, Doom on the Saturn includes both Ultimate Doom and Doom II, each with its own unique missions and levels. The arsenal of weapons that you'll find



during the game include rocket launchers, gatling guns, shotguns (and the ever-popular Super Shotgun) and maybe even a chain saw or two.

Giving gamers the option to



choose between two of the best-selling Doom titles is a welcome feature. Ultimate Doom includes all three episodes of the original Doom, plus an additional fourth bonus episode thrown in for good measure. Doom II rounds out the package, having been a million-selling title for Doom's creators, id Software. The Saturn version holds its own against previous versions on competing systems.

The graphics look just as good as they do on the PC. They are crisp and clear, with

no slowdown during play. The characters do pixelate a bit when they're up close, but it's part of the Doom effect. For a game that is a couple of years old, Doom has held up nicely throughout the years. Only now has it been faithfully converted to home systems.

The game's sound is the usual arsenal of grunts, groans and screams. The soundtrack is redbook audio,

Gamer's EDGE

In later levels of both Doom II and Ultimate Doom, you'll need to search for key cards that allow entrance to other sections of the level. Key cards are color-coded, and when you attempt to open a door that you need a key for, it will tell you which color is needed.



More fun than a barrel of monkeys! It's a corral of monster! Move quickly to avoid enemy fire, or just slaughter them all.



You never know when an enemy will pop out of the darkness.



Gamer's EDGE

If you've played any amount of Doom in the past few years, you're familiar with the game's engine. Therefore, it's sometimes worthwhile to go searching for the game's hidden surprises.

If you go around attempting to open the walls, you very well might stumble upon a secret room full of power-ups. This has got to be the best reward a wary hero can receive. Refuel and continue slaughtering mass quantities of monsters!



hard to dispute the fact that Doom is Doom, no matter what system it happens to appear on, nor how good it is. id Software has gone on to make Quake, which will probably be appearing on a game system near you very shortly.

If you don't have a PC, or haven't played Doom yet, you'll want to check out the Saturn version. Playmates' Power Slave will surely give it a run for its money on the Saturn, but it holds its own. ■



"If you haven't played Doom yet, what cave have you been living in for the past five years?"

and it sounds great. The tunes fit the mood of the game very well, and match the music of the PC title.

Gameplay is what you'd expect from Doom. Nothing has been added or taken away to the usual interface. It's almost as if you're playing the game on the PC. The version that EGM looked at had somewhat choppy graphics, but that will probably change by the time it hits the shelves.

The game's levels are all set up in a similar fashion. Your objective is to blast your way through wave after wave of monsters to reach the exit,

collecting power-ups and energy along the way. The good thing about this version of Doom is that between Ultimate Doom and Doom II, there are tons of levels. If you've only had minor experience with Doom on the PC and haven't played either Ultimate or Doom II, this is a welcome challenge.

Some of the obstacles include finding switches to open other areas of the level,



The chain saw makes a handy weapon for slashing baddies.



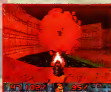
The CD includes two full games: Ultimate Doom and Doom II.



going up and down elevators and finding the right colored keys to open doors. Enemies will meet you at every turn. Fire your gun once and they'll know that you're there.

The question that needs to be asked is: Do we really need more Doom? So many companies have put together clones of the game, so much so that the original has lost its luster. Doom is a fairly dated game, and players who have played it to death on the PC won't find anything new here. No Deathmatch Mode is present at this time, although that could change as well. If you haven't played Doom yet, what cave have you been living in for the past five years?

The programmers have created a good version of Doom. It's a game that the Saturn was lacking until now, but the fact that every other system has a version, makes the Saturn seem to be the last one up to bat. At this point, it's



RELEASE DATE	DIFFICULTY	
November Adjustable		
PUBLISHER	% DONE	
GT Interactive	75%	
THING	PLAYERS	SIZE
Action	1	CD-ROM



Sonic 3D BLAST

Blast's The Name For A Blast Of A Game

What would a Sega system be without a Sonic game? The Saturn, up until now, was the only Sega machine missing Sonic from its lineup, but finally Sega has answered the call.

Sonic 3D Blast for the Saturn is the Genesis version with crisper graphics. If you passed up the chance to play it on Sega's 16-Biter, you shouldn't make the same mistake twice. Sonic 3D Blast is a combination of a traditional Sonic game and Marble Madness, creating

a new and different experience. If you remember the Sonic Arcade Game from years ago, the 3-D isometric perspective of Sonic 3D Blast will be familiar to you.

Control Sonic through seven worlds, each with three zones, plus Boss stages. The locales that you'll find yourself in include an overgrown jungle, a lava and spike-filled pinball machine, an icy wasteland and a variety of other mechanized zones. Each has its own obstacles to learn and overcome.

Enemies are scattered about



Surrounded by spikes, what's a hedgehog to do?



Be careful not to bounce into enemies lurking nearby.

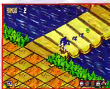
the levels, waiting for Sonic to fall into their clutches. When you defeat an enemy, it turns into a cute little Flicky, which you have to round up. If you get hit, you lose the Flickies you had collected and have to run around picking them up again. Some enemies cannot be defeated; you have to tiptoe around them or face their wrath. Enemies that look like animals have Flickies hidden inside, so don't waste time trying to get a Flicky out of a mine or stationary gun.

Once you have gathered five Flickies from a stage, find the golden ring at the end and dunk them in there. You'll be jetted away to the next section of the level or to the next stage.

Sonic's old buddies Knuckles and Tails show up



Through rain, fog and snow, Sonic must fight to liberate the Flickies from the prison Robotnik has trapped them in.



Take the moving platform or spring yourself across.



RELEASE DATE	DIFFICULTY	
November	Easy	
PUBLISHER	% DONE	
Sega	50%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



Gamer's Edge

To get to bonus stages or areas of the game that are hiding special powerups, it's necessary to find places in the walls that can be broken through. Rev up in front of a wall you think might have a hidden surprise in it and let go. Breakable walls either already have a crack in them or, on later levels, look like doors that have been blocked off by boulders. Behind them lie extra lives, bonus stages or shields that will protect Sonic from the evil Robotnik's minions.



during the game too. They lead the way to Sonic 3D Blast's bonus stages. In the Saturn version, the bonus stages feature a polygonal Sonic, and a moving camera...hmm, shades of Mario 64?

The levels are big, but only having to find five Flickies before going to the next stage is a bit easy. It's not hard to blast through the first five

stages of the game, but it gets difficult in later stages. You'll find yourself searching frantically for an enemy to squeeze another Flicky out of. It would have been nice to see the Saturn version have a few

"Gamers should welcome Sonic's arrival on the Saturn."

more levels than the Genesis game to spice it up a bit. As is, the game is more or less the same. Sega has added in fog, snow and rain effects to their appropriate stages, but with the storage capacity of a CD, more levels would've been great.

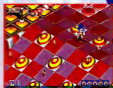
Sega has plans to make the Saturn version compatible with their 3-D Analog Control Pad—that will be a welcome feature. The game controls great to

begin with, but the addition of the analog pad will only make it that much better.

Gamers should welcome Sonic's arrival on the Saturn. While it isn't traditional Sonic, it's an excellent game that deserves a test drive. Now only if Sega would do a Sonic Collection Saturn disc with updated versions of all his previous games, then I think we would all be very happy. For now, this is fine. ■

Familiar Faces

Throughout Sonic 3D Blast you'll find some familiar faces. Both Knuckles and Tails hang around the game's levels, awaiting Sonic's arrival so that they can open up a bonus level. It may not be easy to get to Knuckles and Tails, and you may find yourself backtracking to find a way to where they're hiding.



SATURN



200



FREE PLAY PRESS START

VIRTUA COP 2

Bad Boys, Watcha Gonna Do?

Saturn owners should thank their lucky stars for Sega's AM2 development team. Without the team's efforts, they'd be sans one Virtua Fighter 2, AM2's finest console creation to date. Sega Rally Championship wouldn't look so hot, either, since AM2 used its advanced graphics libraries to soup up the racing title. And Saturn gamers would be without Virtua Cop, one of the best light-gun games to ever hit the consoles.

Now AM2 is readying

Virtua Cop's sequel for the Saturn. Virtua Cop 2 packs more gun-toting punks, faster gameplay and longer levels than the original. VC2, of course, supports Sega's lightgun, as well as the regular of joystick.

Anyone who has pumped a few tokens into the arcade version of VC2 knows that it plays much like its prequel. Put simply: Players look through the eyes of a virtual cop and pop any polygon bad guys who leap onto the screen, making sure not to nail any innocent bystanders



in the process. Virtual cops will also stumble upon weapon power-ups—such as the shotgun and machine gun—by shooting garbage cans, boxes and other background objects.

The Saturn version retains all the features that set the coin-op apart from other light-gun games. Namely, careful aim is just as important to getting a high score as fast reflexes—thanks to a feature called the Justice Shot. Players earn Justice Shot points every time they shoot the gun out of a bad guy's hand, while regular body shots earn fewer points. Yet cops with fast

trigger fingers will score well, too, since players get bonus points if they can nail a thug three times before he falls.

Besides the Justice Shots, the Saturn version of VC2 also retains the enemy death animations that have become a trademark of the Virtua Cop series. Enemies don't just fall down when they're shot—they react differently depending on where they've been blasted, often clutching wounds and writhing in pain. Depending on their tastes, players can shoot bad guys in their limbs, try for a head shot, or nail them in most painful



Good virtual cops aim for the enemy's gun hand. Bad cops aim for the head. Bad cops in a bad mood aim for the nether regions.



The machine gun lets you grit your teeth and shoot like crazy.



Shoot an explosive barrel and you'll send enemies into orbit.

TWO-FISTED GAMEPLAY

You've seen the punks in the local arcade playing VC2 John Woo-style, blasting away at bad guys with one gun in each hand. Now that VC2 is coming to the Saturn, you can wield two guns at home without having to pay a buck per game (although you do have to buy a second gun, or—better yet—borrow a friend's).

Simply plug in both guns and press start on each one. Now you'll be able to bear down on the bad guys with double-barreled fury. This two-fisted play style demands more concentration, since you have to aim both guns as well as keep them loaded.

Keep in mind that the game will be a bit tougher (especially the bosses) since what you're actually playing is the more difficult Two-player Mode. Also note that you'll use two credits per game (unless it's set to free play, which grants unlimited continues).



Editor Dan Hsu demonstrates his favorite way to play VC2.

"...players will battle poolside punks and a galley full of bad guys."

place of all; the...er...below-the-belt region.

The main difference between VC2 and VC isn't in their graphics—the two games look pretty much the same. Rather, it lies in the gameplay, since VC2 has its virtual cops doing more interesting things while they go on their bad-guy-killing spree. For instance,

players will blast away at enemies during a high-speed car chase and clamber around on the roof of a subway. Also, at key points in the game, players will come to signs they can shoot to determine which path they'll take, making VC2 a bit less linear than the first game.

VC2 offers three different missions: one easy, one not and one



Hmmm. Which way should you go? Shoot to choose a direction.



right in between. Each mission is divided into three different scenes, with the third ending in a confrontation with a Boss. The easy mission, called the Big Chase, has the virtua cops busting in on a jewelry store robbery. Much of this mission is spent on the road, with the players chasing the thugs and shooting out their tires. The second mission is set on a cruise ship, where players will battle poolside punks and a galley full of bad guys. The third mission takes place in—and sometimes on top of—a thug-infested subway train.

On first inspection, VC2 doesn't really appear that much different from its fun but repetitive prequel; however, VC2 is more than a rehash. It's branching paths give players a little more leeway in choosing how they'll dish out justice. And its faster gameplay will no doubt satisfy the virtual cop in all of us. ■



RELEASE DATE	DIFFICULTY	
November	Adjustable	
PUBLISHER	% DONE	
Sega	70%	
THEME	PLAYERS	SIZE
Shooting 1 or 2 CD-ROM		

Since none of EGM's writers has ever faced off against dozens of thugs in a real-life gunfight (with the possible exception of Sushi-X), we decided to hand our light-gun over to a pro and get his opinions on VC2. We turned to Rob Kabat, a four-year veteran of the Los Angeles Police Department (Kabat, who left the LAPD in 1992, said he never had to shoot anybody, although he did have to pull out his gun every day).

After squidding off a few well-aimed rounds (Kabat's police training kept him from getting too trigger happy), Kabat said VC2 reminded him of the Firearm Training System (FATS)—sort of a Virtua Cop game for real-life cops that uses a helmet light-gun, a six-foot television screen and real actors instead of polygon people. Kabat said training on the FATS was fun, but VC2 is much more action-packed experience, since gun-toting thugs pop up constantly from all directions.

But how does VC2 rate as a cop-training tool? Not bad, Kabat said. "This game will show you the suspect who's in your sights," he said, "but you're also looking beyond that, keeping your eyes open for the fall-out man." The fall-out man, Kabat explained, is the gun-toting punk who could be lurking behind your main suspect.

Kabat also said that the cops in VC2 ain't dummies; they appear to rely on time-tested tactics that have saved the lives of many police officers. "In the one scene in the subway" he gave as an example, "the police officer takes a wide turn around a wall and uses what we call the 'slicing the pie' technique, where you're getting a good view of what's around the corner. He's not jumping through it right away. He's taking his time."



One-time LAPD cop cap Rob Kabat with former Police Chief Daryl Gates



SATURN



AMOK

It's A Game Of Kill Or Be Killed

Scavenger made their name creating Genesis games for Sega, among them were Subterranea and Red Zone. Now Scavenger is publishing under their own name for the Saturn with some surprising results. Amok is one of the first Saturn games to come out of the publishing house, and it is reminiscent of Subterranea and Red Zone in many ways. The game itself is a third-person behind-the-craft shoot-'em-up. Its dark imagery portrays a very bleak world,



but all in all, Amok is very detailed for a Saturn game. The 75 percent complete copy that EGM received is still early, but there are still a few things that could use some fixing.

First, the game is fairly difficult. Even on Easy Mode,

you are given hardly any energy with which to work, and there are very few power-ups. Finding power-ups may seem more difficult to some gamers. The Saturn's graphics capabilities are stretched to the max, but unfortunately there's still a lot of pop-up on the screen. Enemies and the landscape are done with similar color palettes, so it's difficult to tell which is which at times. For instance, mines can be the same color as the ground on which they have been placed.

The control is good, but there's not enough to it at this

point to make it realistic. You can fire in only a straight line, straight in front of you. As of now, there is no upward aiming to hit enemies that are in the sky or on a hill. The craft cannot jump to move over obstacles, so you need to find a way in from the ground. Sometimes you'll find yourself searching for a jump button when there isn't one.

Aiming the gun is very slow, which adds some frustration. The addition of a crosshair so that you could properly aim would be much appreciated. You only get one life to make



Watch out for mines that have been strategically placed in your path during many of the missions. One direct hit can be enough to kill.



Soldiers roam the land and will shoot you on sight; use caution!



Going backward at the start of a mission will reveal power-ups.

GAMER'S EDGE

Amok's two-player feature is probably the best part about the game. Compete in a death match-type game against a friend in any of the game's worlds, or cooperate and work your way through the regular game. The Two-player Mode is set up in a split screen, sometimes making it easy for your opponent to tell where you are. In a game with this much firepower, death matches are good stress relievers!



it through the entire game and at this point in the game's development, there is no continue feature present.

The game does have a password feature, but you only get a password at the end of each mission. Getting passwords more frequently would be great.

often useless to stop and try to irradiate some of the enemies because you end up losing a lot of energy. The enemies you do kill don't leave any extra energy lying around for you at all.

Amok has a lot of good ideas, there's lots of things to shoot at and during play,

"...run as fast as possible to each of the targets and hope you don't get killed."

In a game like this, exploration should be key to gameplay. Currently, your craft doesn't have enough energy to explore the landscape. Instead, the only way to stay alive is to run as fast as possible to each of the targets and hope you don't get killed. It is

there are many enemies on screen at the same time with no slowdown at all.

If a few problems are fixed and things are added, Amok could be a great game. Fans of the genre who have tired of MechiWarrior or Battletech will enjoy it. Amok has plenty of

shooting action that will keep gamers glued to their set. The makers of Subterrania and Red Zone have added their touch to Sega's '88 holiday lineup.

We will come back to Amok when the game is more completed. ■



Sharks greet you with open jaws in the first mission.



GAMER'S EDGE

In the second mission, you'll find you need to hit targets, collect the associated power-ups once they are destroyed and then quickly move to the next target. Soldiers are all over the grounds and will stop at nothing to run you dry. The best way to travel between targets is to make use of the run button and run over anything that stands in your way. Look for power-ups along the sides of this level and tucked away inside canyons.



RELEASE DATE DIFFICULTY

November Hard

PUBLISHER % DONE

Sega 75%

THEME PLAYERS SIZE

Shooting 1 or 2 CD-ROM

SATURN

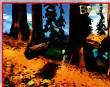


mr. BONES

The Blues Have Never Been This Fun

We all know that there are plenty of action games out there. Just about all of them share a common goal: Don't die. While the plots may vary, the "try to survive" theme remains constant.

So what do you do when your hero is already dead? What if you're in control of a good-natured skeleton brought back from the dead? That's the basic premise of Sega's latest Saturn game, *mr. Bones*. Incidentally, the "m" in "mr." isn't supposed to be capitalized. Between



this game and *NIGHTS*, Sega is rewriting the rules on when we use capital letters.

In an age of worn-out plot lines in video games, *mr. Bones* stands out with an original twist on the "save the world" standby.

The evil (and unfortunately



for us, immortal) DaGoulien has his heart set on cleansing the world by filling it with pure evil. To do this, he's developed a process called "skeletalism." By pumping a strange sort of plasma into a cemetery, he is able to reanimate the dead, creating his own army of skeletons with glowing red eyes.

DaGoulien notices that one skeleton stands out. He is *mr. Bones*, whose eyes glow a soft blue. *mr. Bones* escapes and decides that he must stop DaGoulien's nefarious plans. Along the way, he also discovers a love for blues



music and his knack for playing the guitar. It may sound a bit strange, but this out-of-the-ordinary story leads to some very interesting and new gameplay.

The one thing that stands out in *mr. Bones* is that practically no two levels are alike. They say variety is the spice of life, and *mr. Bones* has it in spades: On just about every level, you will have to learn how to play the game. This makes the game constantly challenging and keeps it fresh.

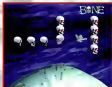
The first few levels deal with *mr. Bones'* escape from the



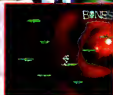
This is it! Your big solo number. Each controller button produces a different guitar riff. Play well, and you may just win this crowd over.



Even with no legs, *mr. Bones* will not go down without a fight.



Bounce *mr. Bones* like a pinball to collect his missing bones.



Jump on shards of glass and
Batten to an old blues man preach.



cemetary. There are the usual side-scrolling levels (each with its own variations), plus a level where you basically have to dodge a group of evil skeletons' desperate lunges to grab you.



Mr. Bones is not completely defenseless, however. In most of the levels, he has the ability to shoot a plasma beam from his hand. This side effect of his skeletonism backs the evil creatures back to the realm of the dead.

The skeletonism also allows Mr. Bones to reassemble himself if he falls apart. You see, being dead, Mr. Bones has no real energy level. What



RELEASE DATE	DIFFICULTY
October	Hard
PUBLISHER	DONE
Sega	100%
THEME	PLAYERS
Action	1
SIZE	CD-ROM



DaGoulain controls his skeleton army with the rhythmic beats of his drums. Here, Mr. Bones must keep the beat going to stop the troops.

happens is when his energy level drops, various body parts fall apart until he is merely a spine and a skull bouncing around. Luckily, you can gain energy back and put yourself back together.

Sometimes, you may even

comedy club where you must tell jokes to survive and a part where you must perform a guitar solo before a legion of the undead. Play well, or they will get quite upset. This stage was so popular at the office that this review almost didn't

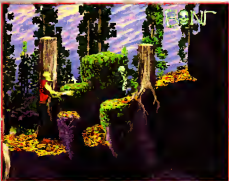


find it necessary to intentionally scatter your pieces and rearrange your bones to allow you to reach certain places.

There are a huge amount of levels to utilize these powers in. Other interesting stages include a 3-D ride through an interdimensional vortex, a

get written on time.

With so much to do on its two CDs, you can't help but find something to enjoy in Mr. Bones. Between its varied gameplay, entertaining cinemas and excellent blues soundtrack, there's a lot to see with Mr. Bones. ■



Poor Mr. Bones has been reduced to nothing but his spine and head. Help locate the rest of his limbs to make him whole once more.

Gamer's EDGE

When playing Mr. Bones, you must remember that our skinny pal is a big blues fanatic. His love for the blues even spills over into the gameplay. While playing, he sure to pick up anything blue. The blue items will refuel Mr. Bones' skeletonism meter and keep him from falling apart. Such blue items include skulls (which give you back all your energy), spheres, tombstones, butterflies and the ever-lovin' bluebird of happiness.

On the other hand, avoid anything red. This is the color of the evil plasma that brought DaGoulain's army to life and it will only harm you. So remember: Blue is good; red is bad.



Cinemas

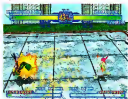
If used properly, cinema sequences can help to greatly enhance a game. Improperly, it can lead to a game's downfall. Mr. Bones uses its movie sequences to advance the story line and to tie levels together.

The opening cinema shows how DaGoulain brings his evil army to life. There's an entertaining cinema showing Mr. Bones jamming with a blind guitar playing Scotsman, and who can forget the delightful scene where a village of little people sing a merry song about their hero, Mr. Bones.

These and many more movie segments will keep you smiling (and maybe even singing) between the levels.



SATURN



Battle Arena Toshinden

URA

The Battle Rages On...

Just like the previous installment of the hit PlayStation title, *Battle Arena Toshinden 2* is now being remastered on the Saturn platform. Unlike its previous venture of *Toshinden 1*—which was a port-over with a few new cinemas—we are given a game with a whole lot more new to offer.

The largest enhancement of this game is two new characters added to the TSD clan. The first of this pair is a man called Ripper, who's a very deep and dark character wielding two-fisted daggers of considerable size. Very unnatural to TSD history, this character does not



primarily rely on projectile attacks. His are much more contact-oriented involving a lot of spinning and slashing. Ripper can charge forward with his blades shoved outward, or go into a running spin and slash madly all about him. Other attacks he possesses include a Double Dash attack that slashes at the enemy's sides in a triangular



pattern. Lastly, he can hover for a short time in the air by using his normal Attack buttons. His story is still unknown. But then again, his story is the crux of the plot of this game, having to do with some

Meet The Cast

You might have met this cast before from *Toshinden 2*; however, there are new faces to the crew! In total, there are 15 characters to play as once all the Boss codes are entered.



A strange character who attacks with his large-than-life fist daggers. He is surprisingly agile and possesses many dashing attacks.



Ronron is the strangest newcomer to the battle with really wimpy punches and kicks, and a slew of mega Thunderballs.



Eiji is always the classic Ryu/Ken character—but with a Slide move and a Dive Kick. Mostly an offensive punch/slash attacker.



Past, Present
& Future!



BA TOSHINDEN
The progenitor added the new Side Step to the 3-D fighting game engine.



TOSHINDEN REMIX
This update added a new Boss and story line cinemas plus a new CG intro.



BA TOSHINDEN 2
Added light sourcing, new side stepping, Dash attacks and the Overdrive meter.



TOSHINDEN URA
Brings in new characters and CG cinema intros and new backgrounds.



TOSHINDEN KIDS
Brings in a few of the original cast into a cutesy, zany game of cartoon peril!

"Unlike its previous venture...we are given a game with a whole lot more new to offer."

insaisable desire for revenge.

The second new character takes the concept of normal fighters—cute anime girls and heavy fireball abusers—and wraps them up into a strange little bundle named RonRon. Though she is part of the investigation into the Replica project (read on for further details), her fighting style is that of a clumsy, naive and

nerdy school teacher who absolutely abhors the idea of getting hurt. She sends out weak kicks coupled with swings from her odd hammer-like weapon. At this point, the strangeness gets much bolder. For with this hammer, she can send massive Thunderballs at you! Likewise, she can do a ground version where she actually bowls like a bowling ball! All fans of fireballs will want to play her, but she is very weak, slow and, as said

before, clumsy. She even possesses a move like Ellis in which she trips and slides on her face toward you causing you to stumble.

There are also a lot more changes than previous versions. Now, all of the backgrounds are totally new—not just reshapes of the Toshinden 2 backdrops. These consist mostly of the famed arena with "Ring Out" edges,



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Sega	90%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

A new handy moves chart is instantly accessible by pausing and pressing Z.



Kayin is more suited to using his fancy footwork to bring a foe down—use his speed-up Sprints Kick to catch anyone off guard.



Despite losing more clothing, Sofia still retains all her special moves—especially her attacks from midair!



Ellis is still as nimble as ever! She is a good character for speedy demons who just love to get in a billion-and-one hits.



Sporting his new patriotic jacket, Rungo is much harder now to interrupt out of one of his special move attacks.

All-New Bosses

There are two new Bosses added to this version. The first character is Replicant, who is just a mere copy of Sho. You will need to fight him twice in the game, but he changes slightly each time.

The final Boss is Wolf, who is the personification of sheer brute force. His attacks are very tricky to dodge, but dodging this is the only way you will live through the nightmare!



Attacks range from far distance projectiles to close slashes,

with the backdrops being nicely detailed 2-D scrolling landscapes, cityscapes or whatever else they have.

Other extras they packed in are also the ever-expected rendered cinemas. There is a complete intro, pictorializing the entire story of the game and involving all the characters. Also, when you do particularly well when battling an opponent, you are treated to a rendered animation of the character doing some fancy pose a la Killer Instinct's Supreme Victory scenes.

As for the game, it really hasn't changed that much. You still are presented with characters with all the basics in fighting games (blocking, dashing, etc.). And likewise, you still have the multiple Side Steps you can do from Toshinden 2, where you can leap to the side of enemy fire and nip in close or far-away while doing the Side Step. Attack wise, the special moves can either be done normally, or set to use the X and C buttons to perform a desig-



Use the Side Stepping feature to dodge away from any projectile. You can also "Pull" or "Push" in a direction to get in close or far away.

"...there are now new Boss characters to battle against!"

nated move each, allowing a third to be set off by the pressing of both buttons simultaneously. Once again, a new feature has been added to provide much more convenience than a big ol' FAQ.

Following the trend of other games' examples, TSD Ura contains a screen you can access for seeing what abilities your character has. Everything from the basic methods of ground attacks and jumping, to the actual performance controls of the special moves are all listed! It even reminds you

of how to do your Overdrive move (both X and Z at the same time when your overdrive meter is flashing.)

The only thing they don't tell you is how to perform your secret move. Almost every



Try to get your distance and pummel him from far away.



Keep dodging Wolf, and catch him on a long and open move.



All characters have Desperation, Overdrive and secret moves they can perform.

MONDO



Range is the key to Mondo. His spear attacks can cover his entire front for a length of at least three characters away!

FO



Fo is still a spindly little old man but can hang with the rest due to his Mystic Spheres that provide coverage and good defense.

DUKE



Duke has several tracking sword strikes that will chop down even the nimblest of Side Steppers!

TRACY



Tracy is all in-close combat. She has concealed knives in her boots for added damage and ranged kick attacks.



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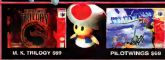


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Gamer's EDGE

Graphically, there are many similarities and dissimilarities between the two systems. First off, the Saturn version is missing four characters, but they also have four new

ones (if you count Replicant.) The Saturn version has 2-D backgrounds, but they are entirely new levels. Also, there are new CG cinemas done to enhance the story line of the game, each character having his/her own scene. The only difference between the two versions polygon wise is that the Saturn has absent light source effects.

Cinemas are reworked for good results.

character has one, and involves a complex set of control commands. But if pulled off, you can do some of the most incredibly vile damage when timed properly.

Sadly to say, Gaia, Chaos, Uranus and Master did not make the conversion to this game, however, there are now new Boss characters to battle against! The first you will meet midway into the game—with a battle that lasts only one round—is Replicant or Replica. (For game purposes, he is called Repli.) He is an artificial creation constructed in the guise of the winner

of the first Toshinden tournament, Sho. After defeating this cyborg, you will then continue on the rest of your battles with the rest of the clan.

Once everyone else is defeated, you are then attacked once again by Replicant, who this time will be much swifter and brutal than before, with the round spanning the two full rounds minimum. However, after defeating Replicant, you now must face his master—a massive brute named Wolf. (Picture Jeffrey from the VF series, totally buffed out, wearing a gi and armed with a massive training sword. Sounds evil enough?) First off, you know he's powerful when



The PS version sports light scattering and other effects.



The Saturn has new levels, new characters and cinemas.

he blocks every hit you do by standing perfectly straight and holding out the palm of his hand to stop the blow. Wolf can strike the ground, causing a massive fire eruption that travels along the ground and fires up into the air. He can launch a multihitting fireball, and worse yet—can do a three-hit combo kick that ends in a massive explosion!

There are favorite secret characters who are always present if you do well against the Bosses. In this case, they are Sho and Vermilion from TSD2. Sho being the compilation of Kayin and Eiji, and

Vermilion being one tall, black trench-coated evil character armed with a revolver and double-barreled shotgun!

All of the modes of play still exist, both Vs. and One-player and Vs. Computer, allowing you to battle any computer opponent you wish.

For any fan of the series, this is one you will want to take a look at. Graphically, it's much more superior to Toshinden Remix, and the new characters give it an air of uniqueness. Veterans of Toshinden 2 will have no trouble picking it up. Stay tuned to EGM for Boss codest! ■



REPLICANT



Fans of Sho will be most interested in this character. He's an Android Sho—nothing apparent by new though, just cool-looking.

WOLF



A Boss with a serious arsenal. He is very well defended with Auto Combo Kicks and has Training Sword.

VERMILION



A man with two guns against a man and a sword. Go figure. Vermilion is a slow being, but packs quite a punch!

SHO



The brother of Eiji has all the moves of both Eiji and Kayin. Faster, and give him a double fireball for flavoring.

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SEGA SATURN
SATURN



POWERSLAVE

Walk Like An Egyptian...

Gamers who saw the sci-fi movie *Stargate* might get a little déjà vu when they play *Powerslave* on their Sega Saturn. The same thing may happen when fans of *Doom* grab the controller for a little *Powerslave* play.

From what we've seen thusfar, *Powerslave* is like *Stargate* meets *Doom* and like both of them, *Powerslave* is just as cool. The first thing we noticed when we loaded it up and started playing is that the game has a fast frame rate. The

graphics literally flew by.

Something is happening in the Middle East that isn't good for the locals. First, some strange alien creatures are kidnapping and apparently killing some of the townspeople. One of the people from the Egyptian village survived and told the story to the special attack force that plans on infiltrating the infested area. The mission starts but the plane carrying the crew mysteriously crashes—the main character that gamers control is the only survivor.

Players start in the tomb of



Rames, the ancient pharaoh. As they make their way through the corridors they face small enemies and a few killer-hawks. The end of the level has the room where Rames' coffin lays. After entering the room, a mystical Rames head appears

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Playmates	100%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

and tells gamers what their mission is and what they need to do. From that point the long and magical journey begins—the fate of the world is in gamers' hands.

The weapons in the game are quite deadly. Players start with a sword which is effective against weak enemies since it slices them in half with only one slash. Eventually gamers will find the pistol and the M-60 machine gun. In later levels, players find even more powerful weapons like the Ring of Ra or the Amun Bombs. Check out the Gamer's Edge on the weapons featured in *Powerslave*.

Gamer's Edge

Powerslave mentions some real Egyptian gods and personalities. Here are only some of them and the artifacts or weapons they're associated with:

Ra is the god of the sun (or fire). He is represented by a man with a hawk's head. His weapon is the Ring of Ra which shoots out fireballs.
Isis is the goddess of motherhood. The artifact she is associated with is the Shawi of Isis. This allows gamers to fly around.

Sobek is the crocodile god. He was worshiped to appease him and his animals. Sobek's



artifact is the Mask of Sobek. This allows gamers to breath underwater.
Horus is looked at as one of the most important deities of ancient Egypt. He is usually depicted with great wings. His artifact is the Horus Feather, which allows levitation.



Dark rooms with lots of corners make for a bad situation.



Although this blue orb looks cool, it will kill you. Get away!



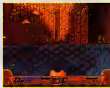
Jump on the camel and take a ride around the local desert hangouts. Actually this camel takes you to the various levels in the game.

Besides the everyday items players can find (like weapons and ammo and health power-ups), there are many artifacts that they must collect to complete the game. Many of these artifacts are associated with actual gods from ancient Egypt. Check the sidebar on this for more info.

The enemies in the game range from animals like the aforementioned spiders and hawks as well as alien creatures that wear ancient Egyptian garb among others.

game will have gamers going back and forth from areas to area finding new secrets and new areas to explore that were once inaccessible. Since the proper artifact was found, those areas are now accessible.

The graphics featured in PowerSlave are similar to those found in Doom, but much brighter. The realistic landscapes and torch-lit hallways make for great atmosphere as gamers search for new artifacts and pesky



I didn't know that guns still work even underwater—well, it.

enemies to get rid of. The textures on the walls are simple but this doesn't take away from the game in any way. The lighting effects make up for it.

PowerSlave is one of the few first-person action titles on the Saturn that really stands out. Since it combines two genres (the Doom feel and the Egyptian/sci-fi theme) the game should please plenty of Saturn owners. Check the Review Crew in this month for a review of PowerSlave. ■

"Players start in the tomb of Rames, the ancient pharaoh...from that point the long journey begins."

The game has a load of secrets. Everything ranging from extra levels, to hidden power-ups. Rumor has it that there are codes that can be entered for infinite ammo and lives. When *EGM* comes across them, we'll be sure to print them in *Tricks*.

The maze-like levels of the



The M-60 should get rid of spiders with no problem.



Hit the various switches in the game to open doors. Be careful of traps though since the switches activate them, too.

Machete:

This is the one you start with. As mentioned in the Next Wave text, this isn't too effective in intense combat situations.



357 Magnum:

A good choice for shooting vases and small enemies. The Weapon power upgrade makes this one much more fun to use.

M-60:

A mean weapon but uses a lot of ammo. A great choice for getting rid of a large number of pesky spiders and bigger enemies.

Armun Bombs:

Guess what these do. That's right, they blow up enemies real good. Enjoy the light show but look out for flying body parts—they'll dirty your clothes.

Flame Thrower:

Burn baby burn. The sun god will be proud as you roast the evil occupants of the many levels. Effective on all enemies but an overkill for the small ones.

Magical Cobra Staff:

This one shoots out a magical cobra that is far from being nice. It will seek out and destroy enemies no matter where they try to hide.

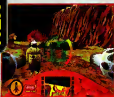
Ring of Ra:

A spread-shot that is good to use against multiple enemies at once. The fireballs bounce on the ground as they shot out.

Sacred Miracde:

Weapons that charge up and have a cool sound to accompany the devastating power are always cool. The bolt that shoots out is the most powerful shot in the game.

SATURN



MACHINE HEAD

Make Like Bush And Get A Machine Head

There's some weird stuff going on in Machine Head for the Sega Saturn. Not only is a robot virus multiplying and taking over the world, one of the characters in the game (the perverted assistant, Orville) has some serious mental problems with obvious overtones.

In the year 2005 the Earth becomes overrun with a life-mutating "super virus" that destroys everything and everybody in its path.

The game's main character, Dr. Kimberly Stride, is working far below the Earth's surface to find a cure for the deadly disease. Unfortunately her assistant,



When two enemies attack at once, use powerful weapons.

though he too wants to stop the virus, has a strange way of going about it. He knocks Dr. Stride unconscious and straps her to his vehicle (which needs a "brain") that will drop off a nuclear bomb to destroy the virus.

Players start right outside of the entrance to the



Believe it or not, explosions can cause damage at close range.

underground lab. From the very beginning of the game, players know something isn't quite right. The world is not only a barren wasteland, there's a strange, reddish substance all over the place—it's not yummy Kool-Aid or tasty Jell-O, it's the robo-virus that has taken over the entire

planet. Gamers will see plenty of that stuff as they make their way through the game.

The control of Machine Head is simple and easy. Gamers press Z to go forward and A to reverse. The steering is done with the D-pad. This control is similar to Descend. The weapons can be selected and advanced through with the Z button. Firing is performed with the two top buttons. This easy control makes

RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	1 DOME	
Eidos	95%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

Weapons

Like many first-person action games these days, Machine Head has some intense weapons to take care of all of the enemies in the game.

Ration your ammo since there are so many enemies. Blow up these baddies and objects for extra ammo. Here are the weapons:



Flame Thrower: Flame on! Toast your enemies like they're marshmallows on a stick, but don't wait till they're golden brown...make sure they're well done.



Missile: A quick solution to a nasty nuisance—namely the hordes of viral infestations that inhabit all of the levels of the game. Watch your ammo count on these.



Homing Missile: The name says it all. Use these for quick enemies that tend to annoy you with their running around. Be careful if there's a lot of enemies around since they'll go for the closest one.



Photon: Your standard photon weapon, rapid pulses that really pound on the enemy at close range. It's an effective weapon but the missiles tend to work better.



The level containing these gigantic spiders will have gamers doing double takes since the arachnids are around every corner.



are maze-like in design, each having its own style whether it's in the ruins of a city or deep inside one of the virus-infested fortresses.

The cinemas in the game feature rendered characters. The cut-scenes, scattered throughout the action, show the progression of Dr. Stride to her final destination—which doubles as her grave. These cinemas show just how much of a pervert the assistant Drville is. He's constantly saying rude things (mainly sexual innuendos) to Dr. Stride, but she knows that she'll get her revenge on him eventually.

The 3-D graphics in the game show off just how powerful the Saturn is. The special lighting effects (produced through software) make for cool weapon explosions. Gamers will notice the polygon structure of all enemies and objects. Instead of being sprite-based (like some other Saturn games), Machine Head is a true polygon game.

Although Orville is a pervert who constantly gives the main character a hard time, it's nice to see another strong female lead role in an action game (like Lara Croft in Tomb Raider). ■



Dr. Kimberly Stride:

The lead scientist trying to find a way to stop the virus. Unfortunately her plan was interrupted when Orville got a little silly with a wrench. Now she's strapped—against her will—to the ship carrying a nuclear warhead (which will destroy the virus). All in a day's work I suppose.

Orville:

The perverted assistant who decided to change the plan a bit. He sent Dr. Kimberly to her death since his craft needed a human to drive it. He has some strange reading habits—check out the cinema in the first cusscine. He ends up getting what he deserves in the end.

Humans: These poor souls are still around because they just happened to be wearing protective gear when the virus took over. Since there's no way to carry them along back to safety, there is only one of two things to do: leave them alone or kill them. The second one is cruel but visually impressive.

Enemies

There's a huge assortment of different enemies in Machine Head—all shapes and sizes. The one thing they all have in common though is that a few missiles will make them explode. It's nice that they have something in common since they have to coexist (for a little while anyway).



"It's nice to see another strong woman lead role in an action game..."

it a cinch to take out the enemies encountered.

The weapons in the game are incredible in effect and powerful in ammo. There are 10 different weapons to find and destroy beasts with. Check the Gamer's Edge on the various weapons.

The game is filled with various types of enemies—over 100 creatures total. Some look like face-hugger types while others are warped cannons that home-in on Drville's craft.

There are well over 15 missions gamers can try and make it through. These levels



Orville tried to stop the virus but it ended up getting him first.



Be sure to check the map or it will be very easy to get lost.



Grenade: Throw this one out but remember that it has a set area that it explodes in. It is also a photon weapon.



Disruptor: As the name suggests this one disrupts things but it does it by way of a huge photon explosion. This one will kill many enemies easily.



IO Storm: Plant a seed in the sky and watch a storm take place. Bolts of lightning rain down destroying anything in the way. Use this one against hordes of enemies or Bosses.

SATURN



P.T.O. II

The Game That Will Live In Infamy

Are you one of those people who has the Discovery Channel on constantly in hopes of seeing some sort of World War II program? If so, then you will really be able to get into P.T.O. II, the WWII strategy simulation from Koel.

Fans of the original P.T.O. know that this is no Wolfenstein 3D, so action fanatics need not apply. P.T.O. II is a thinking man's game, where a strong mind will prevail over a strong trigger finger.

In P.T.O. II, you can play



as either the U.S. or Japan as you take command of your respective country's naval fleets. Those of you who know what P.T.O. stands for will know that all the battles take place in the Pacific Ocean. (It stands for Pacific Theater of Operations, by the way.)



There are 10 short scenarios and three campaign scenarios to play. Each one has various conditions that must be met for you to emerge as the victor.

Each short scenario has its own individual conditions that must be met within a certain

time limit to win. The longer campaign scenarios share the same recipe for victory. You need to capture the enemy's capital, reduce the enemy's country's productivity to zero and earn a rating of over 1900 in base productivity.

Like any good strategy game, everything is turn-based. Each turn is comprised of a Move Phase and a Plan Phase. During the Move Phase, you obviously move your ships to where you want them to be placed. After the Move Phase is complete, you move on to the Plan Phase. Here, you deal



Have lunch with government officials to score some more bucks for the war effort. What other game lets you attend board meetings?

History Lesson

One of the things that stands out about P.T.O. II is the pure educational content of it. Before each campaign, there is a brief movie explaining the battle in which you are about to partake. But even before you begin the game, there are options to read profiles on

many of the people involved in the battles as well as all the vehicles you will use.

So if your parents are giving you a hard time about playing games instead of studying, you can just show them P.T.O. II to get them off of your back.



Victory Conditions

Sink 6 or more U.S. carriers or battleships by December 14, 1941.

Done ✓ Objective Goals

1. Defend Kure with Navy forces.
2. Defend Tokun with Army forces.
3. Destroy Hawaii with Navy forces.

Done ✓ Enemy's Goals

Currently Unknown

Your mission, if you choose to accept it, will be laid out for you here. You can also find out what the enemy is planning on doing.

with the strategic elements of your forces.

After all the technical stuff is done, it's time for the fun part—the Battle Phase. You will see your battle plans played out in full-motion video cinemas. After the fight, you will be given a tally of how many forces survived and how many were destroyed.

Of course, battles aren't the only things you need to worry about in P.T.O. II. There are many little details that will affect how you play the game.

One of the more important features are the bases. These are the center of operations for sea, air and land forces.

If you have enough money in the national budget, you can build more bases. The budget will depend on your performance in the game. Don't get too wasteful with your money, however, as you have to make sure that there is enough money for all divisions of your armed forces.

Also, you can't forget to provide supplies if you want your troops to succeed. After all, it's a tad hard to utilize bombers when you have no fuel or ammunition.

Then, at the beginning of each month, you attend a conference to try to get more money from the



Choose the campaign you wish to fight. You may change history.



Nothing cleans out enemy forces better than a shower of bombs.



government for your army. These are just a few of the many minor details that make P.T.O. II an incredibly deep simulation.

With so many features, P.T.O. II may seem a bit overwhelming at first, but those who have played the original P.T.O. will feel right at home. Even those who are new to the war sim genre will enjoy conquering enemy forces once they begin to notice the intricacies of the game. ■

"...a strong mind will prevail over a strong trigger finger."



Get everyone into position. The true battle is approaching fast.



I think we all know that there's only one thing you can say about this picture. Let's say it together: "You sunk my battleship!" Good Job!

Dare To COMPARE

The strategy game is an often overlooked category of video games. Luckily for Saturn owners, there are two quality war sims to check out: Koel's P.T.O. II and Working Designs' earlier effort, Iron Storm. Both games share the World War II theme, yet differ greatly in gameplay.

One of the many differences is that Iron Storm uses a grid system on its map to move troops and equipment, where P.T.O. II has a free map. The most obvious difference between the two is the Battle Mode. P.T.O. II uses rendered ships to represent the battles. Iron Storm's battles take place between polygon vehicles and troops. P.T.O. II's footage looks more realistic than Iron Storm, but it becomes repetitive quicker due to the fact that it takes a lot of room to store FMV.

However, both games do offer the ability to turn off the battles when you tire of them. Both games offer tons of strategy and are very in-depth. Iron Storm is a bit easier for the casual gamer to get into, but full on strategy gamers will certainly appreciate the complexity of P.T.O. II.



RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	% DONE	
Koel	100%	
THEME	PLAYERS	SIZE
Strategy	1	CD-ROM



Virtual CASINO

High Roller With Low Cash

If you just can't find the means to schedule a trip to Vegas this year, don't despair. A great gambling experience can still be yours. And best of all, it can be experienced in the comfort of your own home with Natsume's Virtual Casino.

With a list of playable games that include Roulette, Seven Card Stud, Baccarat, Blackjack and Slot Machines, Virtual Casino is filled with



Although it is more difficult than the others, Roulette can pay big. Mode. For the gamer looking for a challenge beyond what just the games can bring, there is also a Story Mode to



As with all the games, Baccarat takes a finesse few can master. amount in that specific game before moving on to the next. Then the whole process repeats itself for the next game.

Many players will consider the graphics to be below par compared to more complex titles, but they do work fine with the low demands of a casino title where play is more important than graphics. Between-game cinemas in the Story Mode are also kept to a minimum, bringing nothing but pure gambling to players.

Players in search of a gambling title with plenty of replay value need to look no further. Grab your imaginary money and try to avoid the fictional poor house!



Blackjack gives players an accurate version of the popular game "21". All the advanced game features such as double-down have not been forgotten.



The popular poker classic 7 Card Stud also has a place in Casino. This is the first game you must master in the Story Mode in order to move on.



The slot machines are perfect for players seeking a game built more on chance than skill.



Baccarat and Roulette are the only two games that allow two players to go at it head-to-head. Each offers its own form of challenge.



"(graphics) work fine with the low demands of a casino title."

play that can be enjoyed for hours. There is even an option to play Baccarat and Roulette against a friend in two-player

enjoy. This style of play starts you out with a menial sum of money and forces you to acquire a predetermined dollar



With a little skill (and luck) you can clean out the house.



More than just luck, the slots can actually be timed to win.

RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	% DONE	
Natsume	100%	
THEME	PLAYERS	SIZE
Gambling	1 or 2	CD-ROM

"BEST Soundtrack,
BEST Animation,
BEST Character"

1996 Video Game Buyer's Guide



"A+"

Entertainment Weekly

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PLAYSTATION



Destruction Derby 2

4-Wheel Portable Destruction

Last year at this time, new PlayStation owners were surprised by the recent release of Psygnosis' hot new racing title with a touch of mindless violence. It was accepted with open arms by players looking for a title that incorporated more action with an already good racing base. Gamers' premonitions were not far off their mark.

Destruction Derby sparked an interest in mindless racing and violence not commonly seen in previous titles.

The original Destruction Derby gave players multiple race types, three different tracks and a gathering of tracks to explore. Now with the appearance of a new title on the horizon, players



may be asking themselves: Besides a few new tracks, what can a second version add to this already fairly complete title that the previous one didn't include? The answer is: game engine evolution. Although the basis for the action remains basically similar to the predecessor, the improvements lie mostly in the technical aspects below the surface. Once a player looks deeply into the game elements

and pays attention to all the modifications to the actual engine, it is obvious that Psygnosis put time and effort into the development of the title. Instead of just riding it out to make a quick buck like many developers are known to do, in the case of a sequel title, they have actually changed key parts of the game's base to include a more impressive list of features.

The most obvious changes

to the second version are the new tracks and the number of bowls for the Destruction Circuit to take place in. Serious fans of the original will also notice the tracks have been lengthened an additional 1 3/4 miles over the original maximum 1/4 mile. In this new



RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	% DONE
Psygnosis	85%
THEME	PLAYERS SIZE
Racing	1 or 2 CD-ROM

Car 1: The Rookie



Great grip, but the rest of the statistics really aren't too good.

Car 2: The Amateur



The all-around perfect balance for a good competition car.

Car 3: The Pro



When speed is everything, this car won't let you down.

Before the race begins, the player has the option to choose one of the three possible cars. These cars range from the easy to control to the all-out violent. The worst part is choosing which one is the best for the track you're going to race on.



segment of track, the players will experience banked corners, tunnels and hills, as well as a number of jumps that allow the players to complete some impressive aerial maneuvers unseen in the original. These in-race features are the first to catch players' eyes and draw them

"...Psygnosis put time and effort into the development of the title..."

in with additional bells and whistles after they have already been hooked.

Being based on a title that revolves around destruction, one would assume that there should be more road debris around the track, as well as more nasty effects that happen to your vehicle after a good hit. Well, Psygnosis paid attention to your suggestions and wishes and have incorporated new disastrous effects



that include smoke, sparks and flames, as well as exposed engines from the loss of a hood. Debris seen flying off a car can also be seen in the form of metal, hoods and trunk lids and even wheels themselves. You can only



make players feel like they have been transplanted from the sofa to the racing seat and harnessed in. Frame rate is also surprisingly high, incorporating a fast, intensive feel—again making the action come alive off the screen. The cars have also more than doubled the number of polygons they use, adding a more realistic look to their outward appearance. Proof of this can easily be seen in the smooth look of the out-sides as well as in the in-car detail, such as roll bars and the engines that keep coming uncovered.

The sound and musical

Bad Things Can Happen

The most notable game effects players will experience during the course of the race are the impacts that occur when a collision takes place. These add a lot more flexibility to the visual effects of the title, but make it suffer in one important area, frames. But there is still time to fine tune the engine.



This is not the place you want to be in the bowl.

guess what losing a wheel can do to your car's handling performance. Hits like these can quickly have the player doing nothing more than watching the rest of the racers pass them like they were standing still (which they are).

Graphical elements have the same look and feel as the original, making the title truly feel like an extension of the first version. They remain sharp and clear enough to



RACE TYPES

WRECKIN' RACING

Wreckin' Racing pits driver against driver in an all-out battle to get across the finish line. However, there is a more treacherous element in this style of race. It is not a confrontation based on all-out destruction and by no means is it a fair race to the finish. Players are expected to complete the fixed number of laps and to cross the finish line in the best position possible. But what lurks behind this seemingly normal race is the way racers can gain additional points for damaging the cars of the other racers.

Race Quote: "If you can't beat them, hit them harder."



STOCK CAR RACING

Plain and simple, you race to the finish in a calm and orderly fashion. Yeah, right. If you did that, you would never even see the finish line. You don't gain extra points for destroying the opponent's cars as in Wreckin' Racing, but you can cause a significant amount of damage to them, causing them to be nothing more than decorated road trash. If you think evil tactics aren't fair, just wait until you hit the first turn in the middle of the pack. It's amazing how this friendly competition turns into a tag-team match of every race versus you.

Race quote: "Do it to them, before they do it to you. But always wear a smile."



DESTRUCTION DERBY

There are 20 cars lined up on a giant, circular arena all pointing at each other. Destruction Derby is not for players with a nervous disposition. The goal here is to cause as much damage to the opposition as possible, while keeping yourself alive. You gain points for destruction, as well as rotating the other racers' cars in either 90-, 180- or 360-degree intervals. Points are awarded for each.

Race quote: "Gee pal, sorry about your car. It really was an accident."

Points awarded for each include:
Wreck an opponent's car, 25 points
Spin a car through 90 degrees, 10 points
Spin a car through 180 degrees, 25 points
Spin a car through 360 degrees, 150 points



"...you can race the way you want in Destruction Derby 2."

tracks remain basically the same, although this one has been improved to include an even more industrial-type soundtrack. Players will revel in the ability to thrash to the upbeat music as they take out their frustrations on the other racers.

Although the racing tracks are an important part of the title, one should not forget the thrill and excitement caused when multiple cars are locked in a metal-crunching confrontation known as the bowl. This circular arena with banked sides tends to teach players the art of feeling a battle rather than rushing in head-first. Not the most glamorous aspect of the competition, but a necessity to survive and gather more points by hitting stragglers on the outskirts of the arena. The way players work their way up the point ranking is by either destroying the enemies' cars or by spinning their cars in increments of 90 degrees to win additional points.

Whether you have a hint of fairness in your blood or you are just a dirty rotten scoundrel, when you are behind

the wheel, you can race the way you want in DD2. Gaming flexibility as well as a pumped-up game engine make this title the one to watch this holiday season. We'll just have to sit back and wait to see if the sequel sells more than the original. With a title this complete, this is a very real possibility. What a way to spend an evening; searching out, trying to destroy the cars of the ones you love. ■



Fire, smoke and lots of shrapnel flying: the tell-tale signs of Destruction Derby.

DESTRUCTION DERBY



DESTRUCTION DERBY 2



NUMBER OF TRACKS	6	7
NUMBER OF BOWLS	1	4
TRACK NAMES	Speedway Crossover Ocean Drive Cactus Creek City Heat Monastery (Hidden)	Chalk Canyon Raceway Pine Hills Black Salt Valley Caprio County Raceway SCA Motorplex Liberty City SCA Ultimate Destruction
MAX TRACK LENGTH	1/4 Miles	2 Miles
TRACK FEATURES	Crossovers Squeeze	Crossovers Squeeze Tunnels Banked Corners Hills Hump Jump Ramps Twist Jumps Pits
PITS	No	Yes
POLYGONS IN CARS	112	254
REALTIME LIGHTING	None	Full Gouraud
DEBRIS	Metal	Metal Wheels Bonnet/Hood Trunk/Boot
CRASH DYNAMICS	2D Collision Maths (Spins Only)	3-D Impact Dynamics (Spins, Rolls, Flips)
DAMAGE EFFECTS	Smoke	Smoke Sparks Flames Engine Exposed
SUSPENSION	None	4-Wheel Independent
VISIBLE STEERING	No	Yes
VOICE-OVER	U.S. Style Commentary	Paul Page: The Real Thing!

LONGER TRACKS

Although one more track doesn't sound like much, it's the length of the tracks that will catch gamers' eyes.

Loading



NEW BOWLS

No, this isn't Twisted Metal 2. But the bowls have changed to include more nasty falls that claim your life instantly.



MORE DAMAGE

The shrapnel from a good hit alone seems to be enough to kill the player in DD2. It's the best in race effects to date.

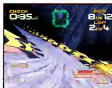


FIT STOPS

Now in DD2 you can repair damage to your car when you stop in the pits. You don't have much time, so speed is a requirement.



PLAYSTATION



WIPEOUT XL

XL To Speeds Once Thought Impossible

Do gamers remember the excitement when they first played *WipeOut*? EGM editors couldn't help but remember that excitement when *WipeOut XL* came to visit, except this time the level was raised even higher than before.

The beautiful thing is that *WipeOut XL* is a completely new game even though it keeps the feel of the first one. Gamers will see the flashy graphics and the techno soundtrack as they reach speeds in excess of 190 KM



per hour—after all, it is a European game, isn't it? The graphics will whizz by even faster than before, but they're just as detailed—if not better—than before. How did Psygnosis do it? EGM

plans on letting gamers know in the next three pages.

In the past, Team EGM has looked at *WipeOut XL* as a sports game. Since that sounded weird to many editors here, we re-examined the issue and decided that *WipeOut XL* has too much of a sci-fi theme and a lot of greatness to only get half- or full-page coverage.

So what is it about the *WipeOut* series that is so darn neat? Maybe it's the speed...perhaps it's the music...could it be the graphics or control? Combine all of

these things and the answer is obvious.

With all of the praise, is there anything wrong with *WipeOut XL*? Time will tell since it's in its beta stages, but as soon as the Review Crew gets a hold of a final copy, we'll find out and, as always, pass the info along to our loyal readers.

Players who aren't familiar with the *WipeOut* style of gaming should know that *WD* is a futuristic racing title that is ultrafast with hairpin turns and an array of weapons to knock out the enemy with. It's



The autopilot power-up makes it easy to navigate through any turn or jump. Watch out since it only lasts for a few seconds.



The cinemas are as cyberesque as the rest of the game. Cool.



Use the electro-bolt to fry your enemies' circuits for a second.

WEAPONS

Gamers can agree that the more weapons a game has, the better. WipeOut XL has a whole mess of weapon power-ups to obtain. These range from standard missiles to a devastating track of ripping weapons that looks awesome and takes out every craft in its path. Here's a look at just a few that EGM likes:



"...EGM thought the original WipeOut couldn't be beat...we were very, very wrong."

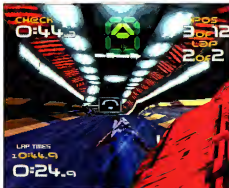
nothing like an Indy Car game as far as realism goes—the futuristic setting and unbelievable speeds tip gamers off about 10 seconds into the first race. From there, speed is the only thing that comes to mind.

WipeOut XL has four teams to choose from and three classes of racing. The three

track classes each have two tracks to race on. Each of the ships has its own attributes. Check the Gamer's Edge on crafts for some inside info on them. Players must place in the tracks to advance and eventually beat the game. Bronze, silver and gold medals are awarded for players who

come in third, second or first place. Some of this info may sound just like the original WipeOut because it is very similar. Since not everybody has played the first game, we figured that it would help to explain it again.

The graphics in the game are 3-D polygons but don't look for big blocky graphics here—WipeOut XL features tracks, environments and



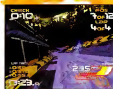
RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	% DONE
Psygnosis	100%
THEME	PLAYERS
Racing 1 or 2	CD-ROM



Why through the pit stop to recharge your shields. Why do all of the enemies have to be so damn accurate with those electro-bolts?



Try to beat track records and save them to a memory card.



The backdrops in the game create a realistic environment.

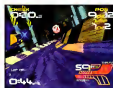
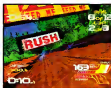
“...the entire track ripples like a wave disrupting...ships.”

The game features a Link Option that allows players to race one-on-one. The same tracks that were filled with 15 racers before have two. Things get crazy when both players are trying to obtain first place but when one player laps the other, friends can quickly turn into enemies.

WipeOut XL features a pit stop of sorts. When an enemy or two continually fires missiles at the vehicle gamers control (which unfortunately make contact) and the energy level gets low, players can

navigate through a pit that recharges the shields depending on how slow gamers control their ship through it. A cool electrical effect appears around the vehicle—this means it's working.

There are rumors that hidden tracks can be obtained if gold medals are awarded on all tracks. EGM is in the process of testing this trick, so nothing has been confirmed. We are sure that if the hidden tracks are any tougher than the tracks in the last class, players will have a fun but



Gamer's EDGE Piranha Feisar

Like the first game, WipeOut XL has some cool-looking and very fast ships. Some have great thrust but a low top speed, while others have awesome shields but poor turning. The best way to test the ships is to play through each level with each ship. This may be time-consuming, but it's the perfect way to find out what ships work best. Players can change ships after finishing each level.



THRUST
TOP SPEED
TURNING ABILITY
SHIELD ENERGY
AERODYNAMICS

The secret ship in WipeOut XL. We can't tell you how to access it yet, but when we can, we'll relay the info. This one has no weapons but it doesn't need it when it's whizzing by enemies with no problem whatsoever.

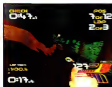
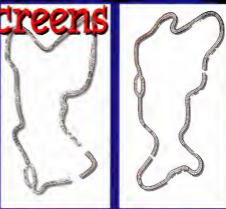


THRUST
TOP SPEED
TURNING ABILITY
SHIELD ENERGY
AERODYNAMICS

This one is a good ship for every track as far as most attributes go. Don't look for an incredible top speed though. Its best feature is its maneuverability—sharp turns shouldn't be a major problem for Feisar.

Behind the Screens

WipeOut XL, like many games on the PlayStation, is a 3-D polygon-based title. Everything from the ships to the tracks is made from wireframes. Three of the six (plus two hidden ones) are shown. EGM tends to like the finished product rather than these early frames.



hectic time trying to get through them—they're filled with 90-degree turns and jump after jump after jump.

The soundtrack to WipeOut XL features artists from the underground/European techno scene, including big-name acts like Underworld and the Chemical Brothers (who were in a Microsoft commercial). This style of music (like the first WipeOut) is perfect for

the game since the future is generally associated with a cyber techno environment.

After playing the original WipeOut, EGM thought it couldn't be beat. If the final version of WipeOut XL is the same or better than the beta, we were very, very wrong. Of course, being wrong isn't always bad when a game may be so good—and it's still in beta stages! ■



Get ready for a jump ahead. WipeOut XL has plenty of those stomach-dropping jumps that the first WipeOut has become known for.

Direx Auricom AG Systems



This one is great for speed and shield energy, but it can't take corners at all. Use this one on the easy tracks. (or the secret challenge tracks after beating the game) could very well be impossible.



This ship is considered the "average" ship. All of its attributes are decent but not incredible. Its top speed is what helps a little. If gamers want to stick with one ship the entire way through the game, this is the ship to choose.



Thrust is this ship's greatest feature. After hitting a side wall or at the start of the race, the thrust will help from not being lapped. Don't look to last long, though, if too many missiles come this ship's way—shields are low.

PLAYSTATION



LOMAX

Big Trouble In Little Lemmingland

The action-platform genre has been grossly neglected since the release of the 32-Bit systems.

The PlayStation in particular has had a lack of good, 2-D platform games—a travesty considering that on 8- and 16-Bit, action platform games were some of the most popular.

Finally, Psygnosis has come to the rescue with Lomax. Originally titled Lomax in Lemmingland, the characters in the game are all lemmings in one form or another. Even our hero, Lomax, is a wily lemming. Just like in the other Lemmings games, Lomax can gather power-ups to build a bridge to get to hard-to-reach places, blow up rocks blocking his path or fly over large pits. After defeating an enemy, it changes into a peaceful lemming, who then promptly jumps off the next ledge.

What will hit you first about Lomax is the graphics. They



are fantastically detailed, with several layers of parallax and vibrant color. The hand-drawn feel of Lomax's graphics are a welcome change from the polygon "rendered" look that too many games have adopted these days.

The backgrounds are so detailed in fact, that sometimes you'll lose track of power-ups or the smaller enemies because they blend in so well.

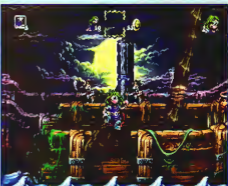
The game's sound is perfectly orchestrated. The music goes well with the game's setting and on-screen action.



Running on barrels allows you to cross big areas of water easily.

The soundtrack is lighthearted, upbeat tunes that are presented in Dolby Surround Sound. If you have a good sound system hooked up to your PlayStation, this game uses it to the fullest.

True to its genre, the levels are full of running, jumping, flying and hat-tossing action. The enemies are spaced out evenly, but there aren't nearly as much variety in enemies as there could be. Seeing the



Aye meee, Lomax is walking on them thin planks! He can move in and out of the background, making some levels bigger than normal

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Psygnosis	85%	
THEME	PLAYERS	SIZE
Action/Adv	1	CD-ROM

GAMER'S EDGE



same enemy over and over again throughout a level can get a little tiresome. The enemies change each time you advance a world, but without that variety, the game seems very patterned. Once you learn an enemy's attack pattern, you can easily spin your way through each level.

Lomax has a good variety of attacks at his disposal. Throughout the game there are areas where you'll have to use one of the hats to get you through. The only drawback to the hats is that it is completely obvious which one to use every time, because just before the area that requires a

The game's three main worlds (before the final levels) have mini-Boss areas that you need to pass to advance in the game. Each Boss level has the exact same pattern. The first thing you'll run into is the balloon craft that fires missiles (which lemmings will ride) at you. Maneuver yourself around the screen so



that the missiles hit the rocks positioned in the level. When they hit the rocks, they ricochet and hit the balloon. A few hits and it goes down, and you go to the next world. The second part of each Boss level involves the balloon ship trying to crush you (deja vu from Super Mario 3, eh?). Just jump onto a lower area and duck down to avoid being crushed. The third and final obstacle that the later two Boss levels have are maces that swing from the bottom of the ship. Dodge them as best you can and you'll be okay.

"...hand-drawn graphics are a welcome change from the 'rendered' look of many games these days."

certain one, you're given the correct hat! Or if you run out of a hat you need, a pot usually pops up nearby that has a fresh supply.

The game's control is decent, although it could use a lot of tweaking at this point in development. It's easy to get used to jumping or spinning, but there are several parts of the game where the control goes downhill. One of these places is jumping from one vine to another one. It's more difficult than it should be. Later in the game you're required to jump on vultures

that are holding vines, making it even more difficult and very frustrating. The control seems to be haphazard in this area, with considerable loss of life necessary to just be able to jump from one platform to another.

Lomax's levels are split up into five different locations: The Forest, The Ocean, The Graveyard, The Old West and Evil Ed's home planet. All are four levels wide with two sub-levels in each. In total, the game reaches over 40 separate stages, including bonus levels.

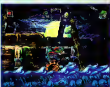
One of the unique features of some of the levels is that they are several layers deep. You can travel into the backgrounds to uncover more of the level. To do this, you cross a bridge, move across a plank or launch yourself from a springboard that points to the background or foreground.

GAMER'S EDGE

Grabbing onto ropes is difficult in the game, and in order not to lose all of your lives, here are a few hints to help you out.

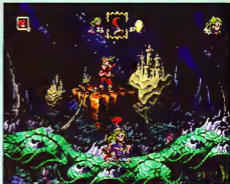
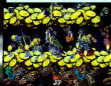


When jumping toward a vine, move the controller to point toward the vine and up. You'll grab onto the rope only if you're holding in its direction. The vultures that have ropes attached to them are a bit more difficult. For easier passage, wait for a group of vultures to be at approximately the same height. That makes it a lot easier to grab onto one of the ropes than jump to the next.



Gamer's EDGE

There are a few areas that have objects that move from the foreground to the background. These windmills can kill you when they move into your plane. Look at the area first, then watch for the point where it crosses the path. When it's clear, move along without getting hit.



Evil Ed lies in wait for Lomax until the end of the game, where you get your first glimpse of his evil deeds in his three forms.

Some of the best parts of the game involve moving in and out between the layers, avoiding hazards like falling rocks, spikes and jumping past enemies. It's strange to see this technique used a lot in some levels yet hardly used at all in others.

The game's big Boss, Evil Ed, is seen at the game's Map Screen before each level, but he doesn't make an appearance during gameplay. It's a bit strange to have a tyrannical Boss that isn't seen at all during

gameplay, don't you think? Even during the Boss stages of the game, of which there are only three (not including the end scene), not one has Evil Ed present at all. Each Boss level is surprisingly similar, all it takes is knowledge of a set pattern and it's easy to defeat the stage.

Though some areas are very frustrating and difficult, others are very easy—even at the last stage in the game. The game could use a few more locations, some henchmen to help Evil Ed do his evil deeds

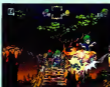
(whatever they may be).

Any side-scroller has to keep you glued to the levels in order to be successful. Lomax succeeds in that respect. Even though the game is amazingly frustrating in later areas, this editor kept coming back for more. The only problem was that each time I played, I came away with a wish list of things that would make this game more than what it is now.

What is really cool about the

game is the end battle versus Evil Ed. Now if there could have been some more build-up to the final battle, there would have been a lot more satisfaction after completing the game.

It's amazing that Sony has let Psygnosis produce such a graphically rich 2-D game for the PlayStation. Sony's policy on not wanting 2-D games is a mystery to me, as Lomax proves that they can be done



ENEMIES



Evil Peasant Lemming
One spin and they're dead. These are the first enemies you'll meet on your quest.



Lemmings in the Air
They fly by and drop bombs at you from above.



Lemmings in Berms
When they spot you, they jump on the ground, count down and explode!



Big Hat Cowboy
Hit them the first time and they will start shooting Bullet Babies at you. Two hits destroy them, or one hit with the fire hat.



Bullet Babies
Pesky little critters that explode when they spot you, so fire your hat or quickly jump over them.

YOU'VE MOVED UP TO 32-BIT TECHNOLOGY... ISN'T IT ABOUT TIME YOUR FAVORITE GAME DID, TOO?



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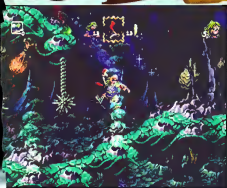
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SEGA SATURN



SPECIAL ABILITIES



with more graphical flair than some of the comparable 3-D platform games that are put on the market.

Psygnosis has produced a good game in Lomax. Designed by the same team that did Fink on the Sega CD, this is the perfect cure for any gamer who has

been searching high and low for a good platform game. With a little more time, a little more effort, more levels and a little more challenge, Psygnosis could have a major hit on their hands. We will revisit this game when it is further along in development. ■

"...Lomax proves side-scrollers can be done better than some of the comparable 3-D platform games that are put on the market."



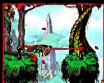
Bomb Heo: With this ability, Lomax throws a grenade helmet to clear a path obstructed by rocks.



Digging: You can dig your way through walls with this hat. Watch your back while digging though—enemies can sneak up on you!



Flame Hat: Shooes a fiery hat at your enemies. Especially helpful if there is a row of enemies in front of you.



Grabber: Use the tail of your hat to grab bars or stakes in the ground to get across pits or onto higher platforms.



Building: Build a platform to allow Lomax to jump to high or areas. You're limited to five, so use them wisely.



Propeller: The propeller allows Lomax to jump higher and float down from higher platforms so as to avoid spikes that you couldn't see.



Walking Dead Lummies: Some take one hit, others two. If they're moving slow then two hits destroys them; if they are running one hit puts the nail in the coffin.



Coin Grabber: He grabs onto you and shakes the coins out of you. No more coins and you start talking hits.



Spiky Fish: Follows your movement on some water levels. Don't jump on him, or you're live bait.



Wenslemming: One hit returns him to human form, and from there, one hit sends him howling to the moon.



Great Whites: In the Graveyard Level, these sharks follow you around and try to bite your behind. Continue spinning at them and they won't touch you.



Slime monsters: Toward the end of the game, these enemies pop up. They crawl around the ground and pop up when you are near.



AT THE END OF YOUR ROPE?

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PLAYSTATION

Army
BATTLES

After gathering your troops, you will be required to fight a few battles as an army. Pick your method of attack—then the group that you will have attack. You can choose from charging using magic or using special minority groups to do special attacks on the opponents. The number of troops that each of the armies has is at the top of each side of the screen. Once one of the numbers reaches zero, the other side will declare victory. Even if the enemy has more ground troops than you, it is possible to win.



SUKIKODEN

Just Say SU - EE - KO - DEN

Only recently have U.S. game companies realized that role-playing games have a market in the U.S. Comparatively, Japanese gamers have been enjoying an abundance of RPGs for years. Series like SaGa, most of the Dragon Warrior games, Y's and a majority of the Final Fantasy titles never saw the light of day in the States.

Companies like Working Designs and Square have given gamers in the U.S. who were RPG-starved a reason to keep playing. More recently, Nintendo saw sales of its Super Mario RPG skyrocket, proving



Enemies populate the landscape, including killer bunnies.

that RPGs can reach mass-market appeal. Konami has not brought any of their more recent Japanese titles to the U.S.—gamers have missed out on Parodius, Gradius Deluxe Pack, Tokimeki Memorial (the best PlayStation title in Japan for 1996) and others that were big hits in the Land of the Rising Sun, but never had a chance to flourish here.

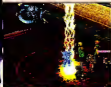
With Sukikoden, all of that changes. Konami has given the go-ahead to translate one of the finest RPGs to ever hit the PlayStation. Even if you're not a big fan of RPGs, Sukikoden will keep you



While on the way to meet Lapan, you'll run into this human Wheel of Fortune, which can either help you or hurt you.

hooked, dragging you into its story and characters. If this game does well, hopefully it will persuade Konami to start releasing more of their Japanese titles. If it means giving gamers more games like Sukikoden, it will be well worth their while.

Sukikoden's story has a good flow to it. There's always a task that needs to be completed, with no major lulls that would make the game a lot less exciting. Each of the game's characters develop throughout the course of the quest. At the beginning, the Young Master seems childish



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Konami	95%	
THEME	PLAYERS	SIZE
Adv.	1	CD-ROM



Windy the magician takes a liking to you at first, but...



Play a game against the gamblers to earn money quickly.



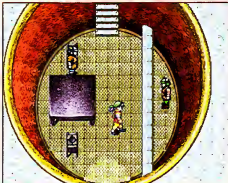
Just when you thought you were rid of Krazz, he pops up again.



and inexperienced—needing Gremio to protect him. After a few battles and meeting up with the Liberation Army, the Young Master becomes more of a leader. There are tight spots to sneak out of, decisions to make that will decide your fate and challenges to see just how worthy a leader you really are.

Suikoden's world is huge, with many towns and areas to explore. Once you have commandeered a castle for the Liberation Army's headquarters, you can begin recruiting members to serve in the army. Some people that you'll meet will refuse to join unless you reach a certain level of experience in the game. Others require you to find special items before asking them to join again.

In pure Konami style, the game has separate mini-games inside of it that periodically pop up, keeping it



interesting. You'll find yourself rolling the dice in a game against a master gambler, playing Human Wheel of Fortune for bonuses, while another is a fighting game-type interface in which you go up against an opponent one-on-one. Everything in the interface is reminiscent of a fighting game, right down to the life bars of each character.

The game's battle engine is very easy to pick up. Much like Final Fantasy, each character takes his/her turn choosing what to do between attacking, defending, using a rune, using an item or uniting with another character for a double attack. If there are not that many enemies on screen, or if you think you are low on hit points, you can run away from the battle, or try to bribe the enemies into submission.

Battles are set up in a three-fourths isometric view, which allows for some stunning effects when using runes

or magic. The camera zooms in on some characters attacks so you can get a closer view of the action. When the camera zooms in, the characters become pixelized, but believe it or not, it looks really cool. You can use Medicine or Antidotes to pick up a character's hit points during a battle, but you cannot revive a character if he has died midway through a fight.

Some of the other major battles are those of the Liberation Army vs. the

Your first mission as the leader of the Liberation Army is to protect the Village of the Elves from Imperial destruction. The Imperial Army is preparing to burn down the village and the surrounding forest using their super-powered minor. You'll meet up with Kinks after establishing your castle. She will lead you to the Elves' Village.

From the Village, your next stop is the Dwarves' Hideout. There you will be given a challenge: Make your way through their vault safely and steal one of their artifacts. They will give you the weapon that will get rid of the Imperial Army's new weapon. But just getting the weapon is half the battle...



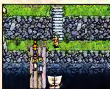
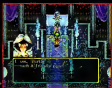
When your characters are low on hit points, they will crouch down. If they die during a battle, you can't revive them until afterward.

Gamer's Edge

At the beginning of the game, you'll be in the service of Commander Kraze to run a few errands. One is to receive the Astral Conclusions from Lady Leknaat. Meet up with Futch at the castle's barn and he'll give you a lift. Follow the path on the island and you'll meet up with Leknaat's apprentice, Luc. There you'll have a battle with the Golem. Once you defeat the Golem, travel to the top of Leknaat's castle.

The second errand that you'll run is to collect taxes from the

townspeople in a remote village to the east. Grady, who runs the town, will tell you that bandits ran away with the town's money. After some wrangling with Konaan, you'll go to the bandits' hideout in the mountains. Some weird happenings will occur when your party meets up with the Queen Bee. There you'll meet up with Varkas and Sydonia. Beat them and return to Grady with the collected money and the two prisoners. Then return to Gregmirete.



Imperial Army. These are set up differently from regular group battles. At the top of the screen are the number of troops in both armies. You can charge, use magic or use a special skill from another group of warriors—such as stealing weapons from their side or using the master strategists. Teams are made up of characters that you've recruited. The more characters you recruit, the better off your army will be. When you recruit shop keepers or

blacksmiths, they move their shop to your castle, making it a one-stop shop for any supplies needed for taking on the Empire. You can also store weapons and supplies that you're not using in your own personal vault. It's a good idea to store items here, because you may need to collect them later to advance in the game. Selling weapons and armor you don't use is good, but selling artifacts or antiques that you aren't sure about is bad. Suikoden's music is



perfectly orchestrated, and goes along with the game perfectly. While it's not as good as Nobuo Uematsu's Final Fantasy BGM, it holds its own as one of the better

soundtracks in an RPG. For a game that does not use red book audio, the audio sounds great.

If you haven't noticed the crispness of the graphics, you

"Konami has created a game that is comparable to Square's finest role-players..."

Liberation Army



When you first meet up with the Liberation movement, you'll be fugitives running from Imperial troops. Odessa, their leader, will be skeptical that you don't have what it takes to become part of the movement. Besides, you're the son of an Imperial General!

You'll soon gain the trust of the Liberation Army and travel into the mountains with them. Later in the game, the Liberation Army will become stronger. To build your troops, you must recruit people that you find in the villages you visit. Many of the characters will not join the army until you meet certain requirements (number of members, experience level, strength, number of items).

An abandoned castle will become the headquarters of your army, only reachable by boat. After recruiting members, they will be hanging around at the castle, awaiting orders.

WARHAMMER

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Among the bosses you'll fight are an assortment of dragons.

should look at that now. The graphics are simple enough that they probably could have been done on the Super NES, but with how big this game is, it couldn't have been done on a cartridge. The game doesn't push the limits of the PlayStation to any great length, but the graphical presentation of the game is nothing short of amazing.

Gamers who have been looking for an RPG, will enjoy Suikoden. Konami has created a game that is comparable to Square's finest



When you destroy the mirror, you'll meet up with Kwanda Roeman. He'll give you some insight into the power that the runes hold.

role-players that will keep gamers busy for hours on end. With a great plot, believable characters and dialogue, a story that constantly flows and changes and over 100 distinct characters to interact with, Suikoden is turning out to be

one of the best, if not the best PlayStation RPG this year. Fans of RPGs and good games alike should not miss this one. Maybe, if we're lucky, they'll decide to bring over Vandal Hearts, their current Japanese RPG, next. ■

Creating a party to do battle with is serious business, especially later in the game. Choosing the formation takes deciding who is your strongest character. Since the front line usually gets hit by enemy attacks the most, putting in characters who have good defenses is a must. Characters who are on your back line should be used for secondary attacks or for using items to power up your front line.



MAIN CHARACTERS

Young Master: This is your character. Name him whatever you like at the beginning of the game. Although he is young, he will soon take on a role of great responsibility and hardship.



Clear: One of Young Master's friends and under the service of Master Teo, the father of the Young Master. She will help protect the Young Master from the dangers of the outside world.



Gremio: This is the Young Master's keeper of sorts. Gremio keeps watch on him and sometimes fusses over situations that may put him in danger. She cooks a good stew too.



Kanaar: Commander Kraze's loyal guard leads you on an errand early on, then puts a friend of the Young Master into harms way. He chickens out of a battle, too.



Kraze: The lazy commander sits at his desk and orders your party around on small errands. While Master Teo is away, Kraze does whatever he pleases.



Master Teo: One of the Imperial Army's finest generals, and the father of the Young Master. Later in the game you'll meet up with him as your enemy.

Pahn: Loyal to Master Teo, Pahn sticks with the Imperial line. Always thinking about food, he carries a strong blade and is formidable in battle.



Ted: Ted is the Young Master's best friend. He happens to be carrying a secret that will later get him into hot water. Whatever you do, do not betray Ted's friendship.



Windy: Windy is the Emperor's magician. She is as beautiful as she is evil, and she'll do anything to hurt down the Soul Eater rune.



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PLAYSTATION



GAMER'S EDGE

Like all good racing games, Burning Road offers you multiple viewpoints. This one lets you check out the action from not two, not three, but five big angles. Check out the various views and decide which one is best for you.



BURNING ROAD

A Hunka-Hunka Burning Road

With the incredible 3-D capabilities of the PlayStation, racing games are a natural for it. It began with Ridge Racer in the early days of the system, and there has been a steady stream of quality racers since then.

The latest game to try to win over driving fans' hearts is Playmates Interactive's Burning Road.

"But wait a minute!" I hear you cry. "There are so many racing games on the market already. What makes this one so special?" Well, my little cherubs, every racing

game needs some kind of a hook, and Burning Road is no exception.

Right from the start, Burning Road stands out with its lighthearted, almost wacky, approach to racing.

You'll probably first notice the announcer who does his best to convince you that he's the Jim Carrey of racing commentators. From his constant comments that you have made a "cool choice" concerning your car, transmission, etc. to his blatant use of the phrase "All righty then," this guy proves that he's a certified nut.

The selection of vehicles also stands out. Each of the cars (and the one truck) have big "monster" wheels on them for off-road action. This leads to some interesting controls, but it's fairly easy to get used to it.

One thing that is noticeable on a few of the tracks is the weather conditions. On one track, it started to rain during the race. Water begins to accumulate on the ground making it slippery. Another track leads you right through a snow storm. There's something very cool about seeing snowflakes fly past the camera as you barrel head-on into the storm.

The graphics look great, and while there is a bit of pop-up, it isn't terribly noticeable. The game definitely moves fast. Once you get on a straight path and hit a jump, you fly. Burning Road is certainly



not the first PlayStation racing game, and I can guarantee you that it will not be the last. Still, its high-quality and goofy style make it stand out enough to make it a contender. ■



"Raindrops keep falling on my head"...no, this isn't the video racing translation of *A Clockwork Orange*. It just started to rain.



Don't take those turns too hard, or you won't remain upright.



There's just something about items like that screams "class."

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Playmates	100%	
THEME	PLAYERS	SIZE
Racing	1 or 2	CD-ROM

THIS MAN WANTS TO
SAVE HUMANITY.



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HEXEN

A Little Witchcraft Can Go A Long Way

Gamers may think that to deal effectively with the occult, special magic must be used (i.e., eye of newt, etc.), but in Hexen, players can simply use a giant sword to slash the opponent in two. After all, it is more effective.

Although the version of Hexen that we have is early, fans of the PC version should be pleased to see it coming to the consoles. The PlayStation version is to

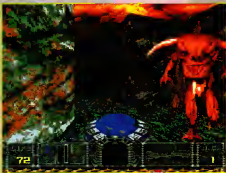
be no different (as far as levels go) than the computer version. Obviously the graphics are supposed to be enhanced when the final version comes through.

Those who are familiar with the Doom series know what Hexen is like—a first-person action shooter that has lots of weapons and texture-mapped graphics (but they aren't polygons like the upcoming Quake). The medieval motif of Hexen makes for some interesting textures on the

walls as well as some mean-looking enemies.

Hexen is much different than many first-person games that are out now—or even that are to be released. The game has an RPG/adventure

element that is unique. First there are three types of characters a gamer can choose to control: the fighter, the mage and the cleric. Check the Gamer's Edge for each of these characters' weapons.



WEAPONS

The Cleric has some religious powers that might let him easily take on the devil himself! Players start with the spiked iron club. Needless to say, this could poke some drainage holes in the skull of the enemy. Gamers will then



CLERIC

come across the Serpent Staff. The next weapon is the Hands Of Death. This one lets you blow up enemies just by thinking about it. The biggest weapon is the Staff Of Death which sends out spirits to take the souls of the enemies.

MAGE

It would be an understatement to say that this magician has a couple tricks up his sleeve. Players will start with the basic staff which shoots out blue magic sparks. The advantage is that these weapons are for long-distance



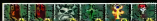
Items and ARTIFACTS

As mentioned, Hexen is more than just another Doom clone—it has items and artifacts. The adventure feel of the game, along with elements of an RPG, make it appealing to a whole variety of gamers.

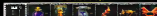
ARTIFACTS



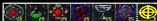
The artifacts differ from the items in that they are used again and again and can't be collected more than once. Some of these are necessary to advance to later areas in the game (whether it's to open a door or destroy a special enemy). Some of them include the gems above and the Horned Skull Mask below.



ITEMS



The items of Hexen can be collected and used again and again. The more gamers find, the more they can score in their inventory. Some of the items above include the Holy Water which heals some of a player's HP, the Pig Spell which turns an enemy into a pig (which can then be easily killed). There are many



"...there are three types of characters a gamer can choose to control...the fighter, the mage and the cleric."



Eat electric death, evil freaks! This is just one of the many cool weapons in Hexen. The high-powered weapons use up lots of mana.

Players can find items and artifacts to use later on. Unlike Doom and similar games which do not allow gamers to "save up" health or magic power-ups, Hexen allows players to store these for later use.

There is a whole array of various power-ups that players can obtain. Some include the mana increase that replenishes a gamer's magic power for later use and the Winged Bat

Amulet which allows players to fly for a short period of time.

There are also artifacts that gamers can find throughout Hexen that are necessary in completing the game. These include gems and pieces of the ultimate weapon (which differs for each of the characters a player chooses). Check the sidebar on the items and artifacts for more info.



Dead bodies are morbid but they look cool hanging around.

flame-throwing bats and everything in between—big and small. Besides monsters, there are traps to foil gamers plans. Overall, there are plenty of things to stop gamers from completing the game but with fat weapons that keep on pumping, who minds?

Players may be disgusted with the plethora of Doom-ish games out right now, but Hexen provides something a little different. That may be a good switch for fans of first-person action titles. Whatever the case may be, Hexen is a much more effective way to take care of evil instead of those damned lizard tongues potions or other spells. ■

Players start in a wide open area that has many doors and rooms to explore. The evil leader of the enemies appears to tell gamers that they will die a horrible death if they continue. Obviously the programmers of the game don't want gamers to stop there! At first not all the rooms are open, but as levels are completed, these doors do open in a particular order. The levels are connected by portal warps. These allow players to travel back and forth from level to level, finding new open areas or possibly secrets. Jumping from level to level is key in Hexen since a switch in one opens the door in another.

The enemies in Hexen are many. They range from two-headed monsters to flying

RELEASE DATE	DIFFICULTY	
December	Adjustable	
PUBLISHER	% DONE	
GT Interactive	78%	
THEME	PLAYERS	SIZE
Act/Adv	1	CD-ROM

FIGHTER

attacks. The second weapon is the freeze spell. Turn the enemies into ice cubes and then crack them! The third weapon is the electro hands—an electric beam. The last one is the skull staff. This one is incredibly powerful.



Make like Conan and pick the fighter to show off some major brawn. The first weapon is the iron-spiked glove, which is very hard to use far away. The second weapon is the Magic Axe. This one lingers after its initial contact. The third



is the Warhammer. Not only does it crack skulls, it shoots out a scarring hammer to take out enemies in the distance. The last weapon could take down buildings. The green glowing sword shoots out green orbs of pain—a great weapon.



PLAYSTATION



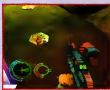
Codename: TENKA

More Firepower To You

Wolfenstein 3D started a trend—a trend so big that it is still going strong today. First-person perspective action games are so popular that it seems like every company is putting one out. Not content to be left behind, Psygnosis makes their mark on the genre with the release of Codename: Tenka.

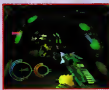
Tenka is a lone resistance fighter, who decides to take on an evil corporation that has been turning peaceful citizens into cold-blooded soldiers. Simple story, isn't it? Tenka embodies more than just simple hack-and-slash action.

The levels are split up into different missions, with



some being just blasting your way through, and others having set objectives. In others, you'll find yourself scouring the floor for memory chips or other special items.

Codename: Tenka's graphics have a dark ambience that fits the game very well. Each level's graphics are meticulously crafted to look as realistic as possible. From smoke



billowing through the halls to ice encrusted along the walls, every bit of the game feels like you're really there. The game's areas include an abandoned hotel being used as a genetics laboratory, a cold storage locker, sewers and a number of construction zones. To make the game even more realistic, the graphic elements are light-sourced and shaded.



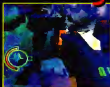
Tenka can run, jump and crawl his way through each level, and strafe left and right (in a circle too) to shoot at enemies. The arsenal of weapons that can be picked up is huge. When fired, some of the more elaborate guns produce special graphical effects that are stunning to witness. When a weapon is fired, the hallways light up and

Gamer's Edge

Codename: Tenka has every kind of gun you could ever ask for available to put in your arsenal. Your weapon morphs into each form, indicating how many shots are left on the top of the gun. Here are just a few of the weapons you'll find:



Charge Laser. Press and hold the Fire button to charge up this gun's laser, and then release to shoot.



Grenade Gun. The grenade gun launches a powerful charge at your opponent, blowing him into smithereens.



Laser. The laser doesn't do a whole lot of damage, but it's as accurate as it gets.



Super Gun. The ultimate in the game. Destroys all enemies in sight and even some that aren't. Perfect for sneak attacks.



Arise Bitters travel around the floor waiting for you.

you can see the enemies for a split second.

The enemies are an assortment of robots and mutants who are running loose around the levels or guarding the sinister corporation's evil deeds. There are three classes of enemies: Bionoids, Robots and Genetics. Bionoids are mutated humans who have bionic alterations that make them very difficult to defeat.

Robots wander the floors of the game looking for intruders, and when they find you, looks out for their firepower Genetics are failed experiments that have an organic, gruesome appearance to them. The dark environment fits the designs of the enemies well in this kind of game.

A unique feature of the game is the laser sighting of Tenka's polymorphic gun. When you run into an enemy, you'll see the laser sighting follow its movements. This gives the player a realistic feel and makes targeting enemies a lot easier in the darkest of areas.

What Tenka will have to overcome with gamers is the feeling that first-



The construction sites have pipes that have been fogging up the place so you can't see beyond them.

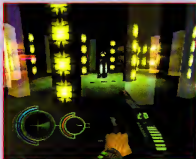
"...Codename: Tenka is more than just your average Doom or Quake clone."

person perspective games have grown old. Introducing a new game in the genre means having to come up with something new, something that gamers can't get anywhere else or on their PCs. *Psychosis* has worked long and hard to make sure that *Codename: Tenka* is more than just your average *Doom* or *Quake* clone. With a huge amount of levels, *Tenka* is sure to keep gamers busy for a long time to come.

The only thing holding it back is that what made this genre so popular on the PC is the ability to deathmatch against a

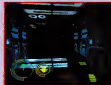
human opponent. The lack of this feature has somewhat hurt other similar games when they have made the move to the PS.

Tenka looks like a game that will hold its own against the best of them, but the final assessment will have to be made by gamers as to whether or not it is worth picking up the controller to play. The graphics look fantastic, so if the gameplay is there, *Psychosis* will have another hit. The only question that remains is will it be seen as a clone or an original game. ■



Shoot this roasting Bionoid until you can get inside and destroy the inner core with your laser cannon.

RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Moderate	
PUBLISHER	% DONE	
Psychosis	60%	
THEME	PLAYERS	SIZE
Shooting	1	CD-ROM



If you don't watch out, you'll be put into cold storage.

Behind The SCREENS

Codename: Tenka is *Psychosis*'s first attempt at a first-person perspective action game. The following Q&A is with developer Mark Linklater to get an inside view of the game's development.

EGM: How long have you been working on the game?

Mark Linklater: I've been working on *Codename: Tenka* since the start, which was January 1995. There was a small amount of preliminary work done before that, but January '95 was the date the game really got started. The game has evolved a great deal since the start of the project. We originally intended doing a much slower-paced game, with small, dense levels. But after a lot of discussion, we decided to go for a faster-paced theme with more action.

EGM: As time has gone on, have you been using mainly generic PlayStation graphic libraries, or have you discovered many tricks and shortcuts of your own?

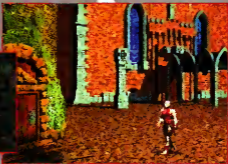
ML: The majority of the game uses the standard PlayStation libraries. We have found them adequate for the task at hand. For a few of the more specialized graphics routines, I have managed to write a bit more performance out of the machine by using some of the PlayStation's features more creatively. As with all machines, there are tricks and techniques in there if you look deep enough.

EGM: What advantages—if any—are there in doing a game like this on the PlayStation more than the PC?

ML: The major advantage of doing a game like this on the PlayStation rather than the PC is that you are coding for a machine which behaves the same in everyone's home. With PC you need to support all sorts of different performance characteristics and input devices, not to mention Windows 95, Windows NT, etc. With a PlayStation, every game plays the same on everybody's machine. This basically means that we have a much more defined technology target.

EGM: How much work goes into getting the difficulty level right?

ML: The development version of the game has an interactive level population editor built into it. We give this to our gameplay coordinators who can spend a long time tweaking the levels, getting the difficulty just right.

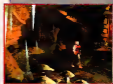
CHRONICLES OF THE SWORD

Save Arthur From Morgana's Wrath

Set in King Arthur's Britain at the time of Camelot, *Chronicles of the Sword* places you in the role of Sir Gawain, a recently knighted hero who is attempting to stop an evil plot against King Arthur. During

the course of the adventure, the player will discover that Morgana, King Arthur's evil half sister is at the root of all the conspiracy with the overall goal to undermine Gawain's aspirations for a politically united kingdom.

Chronicles of the Sword is a third-person roaming perspective title that is interacted with a point-and-click interface. It has the same traditional features of most point-and-click graphic adventures. These features integrate mystery-solving clues derived from the characters' conversations as well as comprehensive



inventory of objects and tools that provide the player with a way to finish the various puzzles. The game also incorporates technology that utilizes movie techniques which in turn create greater ambiance and realism.

Players can expect over 100 different environments to explore. In these places, players will be forced to use

their sword against human and non-human beings alike while attempting to ruin the emerging plot. These locations draw on actual archeological information about the ancient life in Britain to bring the player a world that is as close to authentic as can possibly be.

Visually, the graphics work well with the tone and the time period the title tries to

"...attempt to stop an evil plot against King Arthur."

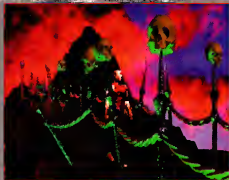


Giant beasts come to life as your paths cross. A little bit of cunning and a sharp blade go a long way in these types of situations.

Inside or outdoors, play blends smoothly into a fun experience.

A detailed inventory is something many players will like.

Gamer's EDGE



A giant stone cross outside an altar? What use could it be for?

Sword to the now old title of *Lost Eden*. Although the two focus on two totally different stones, players will notice the play similarities. Point-and-click adventures remain popular for players who enjoy the unusual play style. And being compared to other titles of similar type, *Chronicles of the Sword* ranks highly. ■



convey. The design of the chambers and the elements found within the castle as well as the outside lands

enjoyable and fits the game. Ambient environmental sounds and effects also help keep the players attention by

RELEASE DATE	DIFFICULTY	
November Adjustable		
PUBLISHER	% DONE	
Psygnosis	60%	
THEME	PLAYERS	SIZE
Adv.	1	CD-ROM

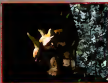
"...integrate(s) mystery-solving clues derived from the characters' conversations."

look really clean. Game speed is another consideration however. Although our hero moves fluidly, the waiting time for him to walk from point A to point B will be considered by many to be a lengthy and drawn-out process. Loading time is another problem with games like this. However, players have grown to expect this as a minimum from any FMV-based game. But keep in mind as with all the titles, there is still room for efficiency tweaking of the title before final release.

The musical tracks are also

not knowing what to expect around every corner. Clean graphics and fitting minstrel music give the player conveyance of the perfect scenario for exploration.

Players will most likely compare the action and play style of *Chronicles of the*



Look for the lantern in Arthur's throne rooms. It will give you a bright source of light for areas where the darkness cannot be penetrated.



Not everyone is good or evil. NPCs litter the stages.



"Halt! Who goes there?"

Conversing with NPCs in *Chronicles of the Sword* is as easy as walking your hero right up to them and pressing the proper button. This brings up the Conversation Menu that is customized directly for that NPC. The choices you can then select from are displayed on the bottom of the screen. You pick the question or response you wish to say and wait for the character to respond. This in turn will sometimes



"Let me pass, Guard!"
"Are you one of Margana's Guards?"
"Why will you not let me in?"
"You have been most helpful."

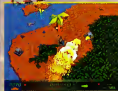
open up more questions you may ask the person being conversed with. In most cases if there are multiple selections you can pick from, you can start at the top and go right down the list with no trouble of making that person angry by asking a question that hits a nerve of the players.

A great deal of information can be gained by this process that will open later doors in the level as well as unlock mysteries in your own mind. But also keep in mind that many of the NPCs aren't there to help you in your search but rather to send you off of their true path.



"I am a Guard of Camelot."

SATURN



Mass DESTRUCTION

Makes Libya Look Like Sunday School

Let's face it, as terrible as it may sound, one of the best parts of video games is destroying things.

For some reason, there's nothing quite like watching things crumble before your eyes.

BMG Interactive knows that gamers love this feeling and have decided to release a game that will satisfy all of our most violent desires. Just hearing the title should clue you into the game's primary goal: mass destruction.

In Mass Destruction, the goal is to simply destroy the enemy forces. You control a tank that's armed to the teeth with an incredible variety of pain-inducing weapons.

These weapons include basic machine guns, mortal shells, land mines, delay mines, guided missiles, the super powerful Hi-Ex ammo and the awe-inspiring flame thrower.

There are 24 different levels to fight in, with a vast array of settings. You will fight in such locations as an arctic

tundra, battlefields, deserts and large metropolitan cities.

We here at EGM recently got our grubby little mitts on a very early version of Mass Destruction. Although it was far from complete, it looks as though it will shape up into an incredible game.

Those of you who have played Return Fire will be familiar with the basic gameplay. The game is played from the same perspective as Return Fire, which allows you to see a lot of the playfield at once. Even the controls of the tank are somewhat similar.

However, that's where the similarities end. From what we have and from what BMG tells us, there are a lot more special features in Mass Destruction that should make it an even better game than Return Fire.

One feature that makes the



Wasn't there a Belly song called "Burn the Tree" or something?

destruction process more fun is the wide range of weapons. The flame thrower rates especially high on the "wow" meter. Seeing the massive stream of flame shooting out of your tank will really get the adrenaline flowing.

Sure, the weapons are great, but what are you going to use them on? Mass Destruction gives you plenty to shoot at. Obviously, there are enemy tanks and



GAMER'S EDGE

The Weapons of Mass Destruction

Without its varied selection of weapons, Mass Destruction would be nothing. To help you get more familiar with them, we present a visual aid of the game's firearms.



Shell



Flame



Hi-Ex

Gamer's EDGE

The Stages of Destruction

One of the coolest features of Mass Destruction is that you can blow things up more than once. Take this typical house in suburbia, for example. First you see it in its normal, peaceful state. Then, just pump a few shells into it and it crumbles. Finally, you can blast the remains to reduce the house to its foundation. Yes, it's just that easy!



Sometimes, after a particularly long night during deadline, more than one of us would like to do this to the EGM office.

"Mass Destruction gives you plenty to shoot at."

helicopters to take out, but it's the other stuff that makes it fun.

For instance, in the city levels, there are tons of buildings all over the place. (What would a city be without buildings, after all?) Just like in real life, a few good blasts from a tank will bring that building down. Just shoot the doomed structure a few times, and it will start to shake. Hit it a few more times, and it will crumble to the ground with a terrific explosion. Sometimes you can even blast the

remains to reduce them to rubble. Little details like this make Mass Destruction a blast (pun intended).

There are even more great features going into the game. Although they weren't yet



If you blast these big gates, you can get inside the enemy base.

"programmed" into the version we have, BMG promises us that they will be in the final version. Soon there will be enemy troopers, as well as incredibly powerful Super Troopers. Civilians will get in the way of battle, but we suspect they won't pose too much of a problem. There will also be many more types of enemy vehicles and weapons bent on destroying you.

Mass Destruction is the perfect game for those who crave plenty of action and explosions in their games. Plus, there's nothing better than blowing up buildings to get rid of all that tension that's built up after a tough day at school or work. We'll have more on this game in the future. ■



Just check out the fire's reflection in the water. This is just one of the little details that make Mass Destruction such a good game.



First you crack the shell, then you crack the nuts inside!

RELEASE DATE	DIFFICULTY	
April	Variable	
PUBLISHER	% DONE	
BMG Interactive	50%	
THEME	PLAYERS	SIZE
Destraction	1	CD-ROM



Mine



Missile



Mortar



Delay Mine

PLAYSTATION



Iron Man™/X-O MANOWAR IN HEAVY METAL

Two Comic Heroes Together At Last!

While we at *EGM* don't have any solid statistics to back it up, it is somewhat assumed that most people who like comic books also like video games. Therefore, it is only logical that companies make games based on comic books. Acclaim does just this with their latest game, Iron Man/X-O Manowar in Heavy Metal. Whew! That's one heck of a name.

Heavy Metal marks a first in the video game industry. It is the first time a game has been made based on comic



characters from two different companies. Iron Man is from the Marvel universe and X-O Manowar is from Acclaim comics. Regardless, they have teamed up to fight evil and, well, to make a game.

At the start of the game,



you can choose to play as either Iron Man or X-O Manowar. The differences between them are minimal, so it mainly comes down to a personal preference.

You and a friend can team up in two-player simultaneous play. The both of you can even play as the same character, so nobody fights over who can be Manowar.

The game is divided up into multiple missions, and before each one, there is a briefing as to what you need to do to clear the level. The plot usually involves typical comic book-style action, so there's plenty of bad guys to conquer.

Of course, to take out those bad guys, you'll need some

sort of weapons. Both characters are armed with a laser gun that is upgradeable with power-ups earned by defeating enemies. There is even the ability to shoot into the screen to take out villains in the background.

You also have punch and kick moves when firepower isn't necessary. As a last line of defense, there is a special weapon that lays waste to anything that gets in its way.

Another special feature is the ability to fly. You see, each hero is equipped with a booster that has a limited fuel supply. When you double



You have three minutes to defeat this Boss before the entire building that you're fighting in blows up and kills you both. No pressure.



This barbed-wire fence shows off the game's 3-D graphics.



Gamer's EDGE

As stated in the main text, the differences between Iron Man and X-O Manowar are very slight. Still, there are a few

minor differences that may sway your decision of who to play as.

Both characters have the basic Laser Blaster and punch moves. There are a few moves that are character-specific.

Only X-O Manowar has the ability to block. This allows him to defend himself against enemy lasers. Iron Man cannot block, but he has the

added ability to kick. A variation to this move is the flying kick that is executed while he is running.

Iron Man also has the ability to shoot in both directions at once. This is especially useful if he is surrounded by enemies. Iron Man's special laser is wider than X-O Manowar's, which comes in useful against foes who try to jump over

your beam. However, X-O Manowar can gain a power-up that allows him to do his special move more than the average once per life.

Both characters have their own pluses and minuses, so the best bet is to try out both characters and determine which of their powers you prefer to take advantage of it's all up to you.



The evil Mr. Hyde will stop at nothing to get you. In addition to growing to a giant, he'll throw barrels of toxic waste your way.

jump, the booster jets will kick in and you'll begin to hover. From this point, you can maneuver yourself around the screen until the fuel runs out. Luckily, the jets will gain their energy back when you don't use them.

In addition to having their special weapons and powers, Iron Man and Manowar will have to go up against their worst enemies from the comics. Fans will tremble with fear when they face the likes of Yellow Jacket, Mr. Hyde, Mistress Crescendo and the dreaded Spider Aliens.

One can easily get lost in all of the game's features,

causing them to forget about the graphics. The SGI-rendered graphics have a dark, gritty look to them that are true to the comic book feel.



X-O Manowar would like to wave hello to all his loyal fans.

"...they have teamed up to fight evil..."



Those of you who have played other recent Acclaim games such as *Batman Forever* and *Frank Thomas Big Hurt Baseball* will be familiar with the animation technique used in *Heavy Metal*. It uses Acclaim's advanced motion-capture technology that makes the characters move more realistically than usual.

As an added challenge, there is an artificial intelligence feature that makes the game more difficult the further into the game you get. This should insure that nobody breezes through the game.

With so much to offer, Iron Man/X-O Manowar should have something to please comic book fans of all ages. ■



These cannons fire nonstop. How is Iron Man expected to get past them? You'd better make sure he's explored the level completely.

RELEASE DATE	DIFFICULTY
November	Moderate
PUBLISHER	% DONE
Acclaim	70%
THREE PLAYERS	SIZE
Action 1 or 2 CD-ROM	

PLAYSTATION



KING OF FIGHTERS '95

SNK Fighting Action Comes Home

SNK has made their name on making fighting games. Following on the heels of Capcom's enormously successful Street Fighter II, SNK released Fatal Fury, which became one of their most popular titles, spawning a number of arcade sequels. Not stopping there, SNK continued with Art of Fighting, a game which has also had its share of sequels. Enter King of Fighters '95, which combines the two games into one, to see just who is King of Fighters.

The PlayStation version



This arcade background is from *Fatal Fury: The Motion Picture*, of the arcade and Neo-Geo hit is a great translation, complete with all the graphics and animation of the coin-op. The soundtrack is done with red book audio and sounds great coming directly off of the CD.



Edit your teams to get the best characters together for battle!

Where King of Fighters differs from other similar fighting games is that it uses teams in addition to single-fighter matches. The teams come from different parts of the world—Japan, England, U.S., Italy, Mexico, China, Brazil and Korea. There are three fighters per team for

a grand total of 24 fighters.

As a fighting game, King of Fighters '95 is showing its age. The '86 version is already out in arcades and on the Neo-Geo home system, and when compared to Street Fighter Alpha 2, Kof is a bit dated. The game has enough features and options to keep any fighting game fan busy for hours on end, but the fighting engine isn't as good as that of newer games.

Putting a 2-D fighting game on the PlayStation also means encountering one more problem: load time. The game loads practically at every turn, and it slows gameplay a lot. In Team Mode, it loads after every round. This is one major



Ryo from Art of Fighting has moves that are suspiciously similar to that of Ryu from SF2. Take this fireball for example...coincidence?



The game's cinematics tell the story of the tournament.



RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	SCORE	
Sony Comp Ent.	100%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

Gamer's EDGE



"...a great translation, complete with all the graphics and animation of the coin-op."

drawback to the game. Unfortunately, the hardware isn't well-suited for 2-D, and the memory capacity is reached quickly. Hopefully, programmers and designers will find more tricks to decrease the amount of loading time present in games like this. If companies can get

this time down, then 2-D games will be fantastic on the PlayStation.

Added to the PS version is a way to program the top four L and R buttons to perform special moves at the touch of one button. This makes it a lot easier for newcomers to pick up the game and play against gamers who have mastered it. The Street Fighter-esque moves and controller motions are easy to learn, but having the option of one-touch special moves is a great addition.

Team Mode pits three against three, and when a fighter is defeated, the next one on the roster takes his/her place. You duke it out until one side has no more fighters left. At the end, the three fighters from your team go up against Kusanagi and

Omega Rugal. These two have lightning-fast moves and can wipe the floor with you in short order.

Single Play pits you against one other fighter in the best fighting game two-out-of-three match. Fighting every single character in the game can get amazingly long.

Although the computer's AI is good, there's no substitute for fighting against a human opponent. This is where King of Fighters '95 really shines. SNK can be credited for making some of the best one-on-one fighting games ever, and if you can't afford a NeoGeo, but like the games, then the PlayStation version of Kof will be a great addition to any fighting library. ■



Gamer's EDGE

When you have selected your team, the next order of business is to select the order in which they will fight. Wait a second before choosing and you can match up your order to best fight the computer opponent's selections. The best order is to go with weaker fighters first to your strongest. That way you won't be stuck at the end fighting with a guy you're not that good at. You can also edit your team to have all fighters that you are good at. If you've edited your team, match characters up that you think will be able to beat your opponents the best.



PLAYSTATION



FOX HUNT

This Fox Is No Hound

When full-motion video CD-ROM games first came to video gaming, they were crude at best. Press a few buttons, watch some grainy video and go on to the next stage. The FMV fad stagnated, and companies ditched their FMV projects as if they were worn-out severed heads.

Of all the companies that have produced FMV games, Capcom is probably the last name you could possibly think of, but Capcom is responsible for Fox Hunt. The company that made Street Fighter famous has turned out this full-screen, full-motion video adventure. Even more surprising is that Fox Hunt isn't as bad as some of the FMV games of the past; it won't replace Mega Man or Street Fighter II on the Capcom lineup, but one Fox Hunt beats 10



Supreme Warriors any day.

The plot is very, very shameful. If you've seen the movie *If Looks Could Kill*, then you should be familiar with it. You play as Jack Fremont, an unemployed TV aficionado who runs into the strangest high jinks known to film. It plays out like a B-movie, but it's well-written and funny in all the right places. If Fox Hunt was a movie, I'd be sitting in the theater giving it the *Mystery Science Theater 3000* treatment. The acting is decent, but in some scenes it's just plain cheesy or sickening.



Since the game is full-screen, the video quality is really grainy. This is probably due to the compression factor—the game has a huge amount of video that fills three CDs.

During gameplay you'll find it's difficult to tell when exactly you can interact with the video. A red box appears in the upper right-hand corner of the screen when you're required to press a button or move with the control pad. Choose the wrong direction, and you'll be sent plummeting into a wall, or meeting Frank, a guy who just so happens to want you dead.

Gamer's EDGE

In the hospital, you'll find Jack strapping on a pair of jet-powered skis to a wheelchair cruising around the halls. Maneuver your way through, looking for the elevator door that is about to close. Run into it and ride the elevator down a floor. Once you've escaped from two levels of the hospital, you're home free!



The Marauding Avenger is back to exact revenge from Jack.



The Three Musketeers or the Three Stooges? You decide.

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	% DONE	
Capcom	100%	
THEME	PLAYERS	SIZE
FMV	1	CD-ROM

Bad TV

During the game, you'll see scenes from amazingly bad (but hysterically funny!) shows like *Horizontal Justice*, *Fantasy Island*, and *Kung Fu*. Jack Fremont is a master at TV trivia, and he is the best at the game show *Desirey*. That's part of the reason that he's selected to hunt the Fox—he wrote a lot of Jack's favorite shows.



"If Fox Hunt was a movie, I'd be sitting in the theater giving it the *Mystery Science Theater 3000* treatment."



Control is pinpoint; you can hold the direction that you want to go, and don't have to press it at the exact time it's needed like in

Dragon's Lair or *Space Ace*. The video is sometimes choppy, and sometimes poorly placed together, but it adds to the cheese factor of the game.

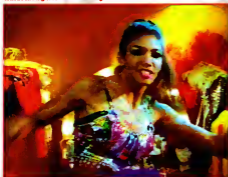
is enough. It wouldn't have been bad to have seen a smaller video window to allow more interactivity during play.

While the world doesn't need more FMV games, it's good to see Capcom make one that isn't as bad as *Corpse Killer* or *Double Switch*. *Fox Hunt* has a lot of humor and the game laughs at itself, which is something other FMV games haven't done yet but probably should. ■



Jack gets dished after falling out of a window. Anyone for *Pictionary*?

You can't choose weapons, or drop items that you picked up, which is a minor concern. While fighting, you can't brandish a knife that you had picked up earlier. Probably this would have increased the number of CDs that the game would have taken up, and three



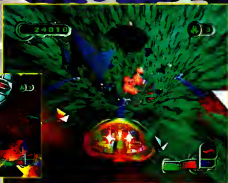
Once you arrive in Las Vegas, a group of renegade show girls attack our hero. When they begin to move, block their attacks.

Gamer's Edge

Frank is a hired gun who makes no secret about wanting to kill you. Make a wrong move or slip up, and you'll run into Frank who will take you out. The first time you meet Frank, be sure to turn to your left and jump out the window. Once out the window, you don't need to jump, so sit back and watch the action unfold.



PLAYSTATION



Nanotek WARRIOR

Nano-technology Gone Horribly Wrong

Imagine ultra-small robots capable of building things the size of microchips. With machines that are able to travel inside our bodies' capillaries to repair damaged cells, the possibilities are endless. However, what if these same robots went haywire? Then what would we think of them?

That's exactly what happens in *Nanotek Warrior* for the PlayStation. The nano-machines of the future get a mind of their own and turn on their manufacturers.



Obstacles are all over the place. Avoid them at all costs or die.



Scientists try to stop them but to no avail. The world the nano-bots are in is microscopic—the only way to stop them is to terminate their existence once and for all. That's where gamers come in. *EGM* would describe *Nanotek Warrior* like this: Imagine the arcade game *Stun Runner* on steroids—real potent steroids.

Nanotek puts gamers in the cockpit of a *Nanotek* ship sent out to take out all of the renegade nano-bots and eventually save the world. The



10 environments that players will navigate their tiny ship through are far from cake-walks. In some areas literally 15 enemies are firing at the *Nanotek* ship at once—this isn't counting the obstacles that players need to avoid as they make their way to the level Boss.

Some obstacles in *Nanotek Warrior* include spikes that thrust out of the ground. Others include giant fans that'll easily crush the ship if they come in contact with it.

Gamers will come across a whole array of enemies. They are all polygonal in design, most looking like mechanized spiders or insects of some kind. The bright colors of the enemies combined with the psychedelic backgrounds create levels that give gamers vertigo.

The lighting effects of the weapons and the explosions as the enemies (or gamers) bite the dust are incredible. As players lay a few bombs in the torso of a nano-bot, the ground underneath it fights up. After it blows up, a dark

RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Hard	
PUBLISHER	% DONE	
Virgin	????%	
THEME	PLAYERS	SIZE
Shooting	1	CD-ROM

Weapons

As small as the crafts may be in *Nanotek Warrior*, the weapons are far from being weak. The lighting effects in the game work great as the various missiles and photon blasts rush across the wire-like levels. Take a look to the right for pics of some of the weapons and descriptions of each. The weapons in the final version will vary from the preview version this *Next Wave* was written from, but this is a glimpse of what we've seen thus far.



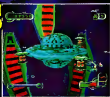
Quantum Disruptor Cannon: This is the most basic weapon. It seems more impressive than it really is.



Tetron Disruptor Beam: A wave-like beam that takes care of obstacles. There are plenty of them in the game.

Bosses

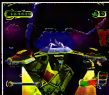
Although the game is about microscopic machines along a wire of sorts, the Bosses in the game are far from being "little". Each of the Bosses has its own unique style of attack. Since we don't want to give away everything at once, here are pictures of the Bosses from all five levels of play.



Level 1



Level 2



Level 3



Level 4



Level 5

"...imagine the arcade classic Stun Runner on steroids--real potent steroids."

spot appears on the ground like it is charred. Small details like this make for fun play. The variety of weapons can be used to destroy enemies more effectively. Some enemies fly,

so the air-to-ground missiles will take them out with ease. Others come in large numbers so the multimissile (that doubles as a homing missile) comes in handy then. Weapon ammo can be increased by obtaining power-ups that are scattered throughout the level. Check the sidebar on the weapons of the game for more info.

The sound in Nanotek Warrior is in speaker-booming Dolby Surround. The techno soundtrack really adds to the intensity level--like the game



Round and round she goes, if you get hit the pain really shows.



isn't hectic enough! Sound effects come from every direction as enemies fire missile after missile at the NanoTek vehicle. Sure, it sounds cool, but it's pretty deadly.

The game features hidden

Behind The SCREENS

Nano-technology

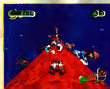
What is it with games and Nano-technology lately? Sure, people may have heard about it before, but all of a sudden there's a fascination with the microscopic robots that can do things once thought impossible. Besides Nanotek Warrior, another game that has a lot to do with Nano-technology is Machine Head. (This issue features a Next Wave on that game as well.)

So what is Nano-technology exactly? Nano-technology is an advanced technology that allows the scientists and engineers to have microscopic "robot" or machines perform tasks on a cellular level. Little machines could literally go into the human body to repair cells. Materials could be reinforced fiber by fiber, thus stronger materials could be made.

Many movies have been made exploring this idea (Infer Space) but now the fantasy is becoming reality. It's kind of scary but interesting at the same time.

areas and power-ups to make the game more interesting. As these secrets are discovered EGM will pass them along to readers.

Though the microscopic technology sounds cool, Nanotek Warrior proves that there could be some ill side effects if the nano-things get a mind of their own. Hopefully it'll never come to this in real life since it's a scary thought--being destroyed from a microscopic level. ■



Fermi Blasters: Just like the Quantum Disruptor but a double shot that circles around the tube either in or outside.



Polaric Swarm: Not only is this one impressive to look at but it packs a killer punch. These will circle around the tube.



Positron Seekers: Three red rockets that shoot high and straight ahead. These work great on flying enemies.

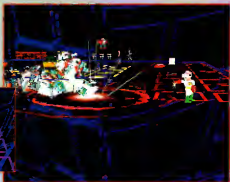
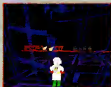


Hyper Shield: Although this one isn't technically a weapon, it can help when 10 enemies start swarming.



Tachyon Spread: The coolest weapon in many ways. It'll take out the multiple enemies with ease. Next lighting effects here.

PLAYSTATION



ROBOTRON X

The New Robotron Is Xtra Special

R

obotron was happy in his flat, top-down world. However with 32-bit graphics these days, Robotron feels a little behind the times.

That's why he's the main character in the sequel to the arcade classic in Robotron X for the PlayStation.

This new addition to the Robotron series is a high-tech translation of the arcade game, Robotron: 2048. The 3-D format of the game is quite a change for Robotron, since his roots started when the closest thing to 3-D graphics were

vector graphics.

The intense action of the original game has been captured in this sequel, ensuring that gamers will still feel the tension as they save humans and destroy robots of all shapes and sizes.

Since Robotron X is a CD game, developers were able to add something that the original cried out for: a fast-paced techno soundtrack. What music style would be better? Easy listening? EGM thinks not. Besides the music, the weird,



True to its 3-D nature, Robotron X gives you a whirling, zooming view of the battlefield. When the bad guys close in, so does the camera.



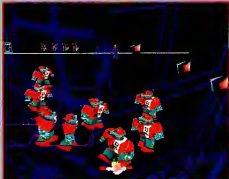


Your hero dives through a warp hole to reach the next level.

electronic sound effects complement the hard-hitting bass line of the techno.

Also on the sound side of Robotron X, for the first time, the characters have digitized voice. Instead of simple beeps and buzzes in the original that might have been a "voice," now spoken words can be heard.

In case gamers don't know, the story behind Robotron X is fairly simple. It's the future and robots are trying to take over. In the process, believe it or not, they're killing every human they come in contact

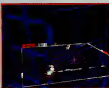


Death in Robotron X ain't the tidy affair it was in the arcade original. The enemy robots don't just blast you—they flatten you, too.

with. The mission is to stop these robots and save the human race from extinction.

The game features more than 100 levels to play through (and we thought the sixth level was fast!). Besides the regular

of the characters in this 3-D plain? Does it get confusing? Panning cameras have been added to enhance gameplay and make it easier to play. This way, when Robotron moves in any direction, the camera will



Joust X ???

It's no secret that a huge amount of retro games have come out lately. This is probably due to the fact that, although these games are far from being graphically superior, they are a lot of fun when it comes to gameplay and replay value. Robotron X is far from being a "retro" game but it is based on the old Robotron. Could Robotron X be the start of a new trend? Could remakes of old arcade classics be on their way? Time will tell but it would be interesting to see Joust X or Bubbles X come along.

levels, gamers can find and play through three bonus levels. By completing these levels, players will obtain extra points and free lives.

With the new 3-D world comes an interesting question, since the action is so fast-paced, what about movement

follow, instead of Robotron being "lost" as he walks near the edge of the playing field.

The game also has various two-player modes to choose. The first, the Two-player Competitive Mode, pits player against player as they battle against each other. The other



mode, Two-player Cooperative, allows two players to help each other rid the world of robots once and for all. Players can either choose to help each other in this mode or go against each other for points (the difference being that players can't kill each other).

Now that Robotron has come into the new realm of gaming—namely 3-D—a little adjustment may be necessary, but with hundreds of robots coming after him, EGM is sure that it'll be a quick one. ■

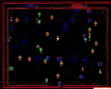
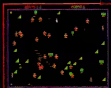
Gamer's EDGE

Gamers may remember playing Robotron in the olden days of gaming. Others may remember playing it not so long ago in Williams' Arcade Classics No. 1. Robotron X throws the human-saving hero into the future on a 32-Bit machine. Obviously, there's a huge difference between the arcade machine and Robotron X. Here's a comparison of the original game to the new X version.

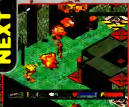
"The intense action of the original has been captured in this sequel..."



RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	% DONE	
Williams	75%	
THEME	PLAYERS	SIZE
Shooting	1	CD-ROM



PLAYSTATION



Crusader: NO REMORSE

Stick It To The Man

PCs aren't exactly famous for their action games. Most computer titles are either Doom clones, epic RPGs, in-depth strategy games or ultra-complex simulators. More often than not, action-oriented titles just don't cut it with PC gamers. Origin's *Crusader: No Remorse* is one of the few shining exceptions to this rule, and now it's coming to the PlayStation.

At first glance, *Crusader* looks much like the recently released Konami title



Project Overkill. It's played in a three-fourths, isometric perspective and your character spends most of the game blowing up anything and anyone that gets in his way. The game is also very visceral—



bad guys gush blood when you blast them and run flaming and screaming when you nail them with particularly destructive weapons.

True to its PC roots, however, *Crusader* is more than just a mindless shooter. It has earned the respect of PC gamers for one main reason—they have to use their heads as well as their reflexes to survive its missions. So players can't just run through this game with guns blazing—they have to take cover behind boxes, pop out from around corners and use other surprise tactics to get the jump on enemies.

Fortunately, your character can pull off a slew of lightning-quick moves to dodge enemy fire (see sidebar).

Crusader is set 200 years in the future, when the world is run by a gang of international, ultraconservative dingberreries who make up the World Economic Consortium. The Consortium frowns upon free thought, and life just isn't all that fun anymore. Those who break the rules are hunted down by armored, heavily armed shocktroopers

Gamer's EDGE

You won't live long in *Crusader* if you dash blindly into every new room you find, since bad guys often wait in ambush. The best way to enter a room is to first announce your presence with a little firepower. Stand in front of the open door for a second or so and launch a few rockets into the new room. Or—better yet—send in one or two roving spider mines, which will crawl toward targets then explode. Once the smoke clears, haul butt into the room and drop the remaining bad guys with your lasers or machine guns.



Yuck. The cleaning crew's not going to be too happy when they see all the blood and guts you've strewn across the floor with your guns.



Fancy FOOTWORK



From banks of computers to tanks of gas, you can blow up nearly everything. Nail the enemies first, though, since they shoot back.

"...players can't just run through this game with guns blazing."

called Silencers. But one Silencer has caught a bad case of guilty conscience. He doesn't want to execute freedom fighters anymore; he'd rather plot against the government. Players guide this turncoat Silencer as he blasts his way through government installations and tries to sabotage the Consortium's plans.

The Silencer goes on 17 missions in all. Each has players sneaking and shooting their way through maze-like installations, where

they'll battle soldiers (who shout out colorful greetings like "Die, rebel bastard!"), terminator-like robots and the occasional hostile civilian. The levels pack a nasty collection of traps, too, like electrified floor panels and wall-mounted laser zappers. But the Silencer, of course, isn't unprepared for such life-threatening nuisances. Although he starts the game with a wimpy little machine gun, he'll later find laser rifles, grenade launchers, roving mines and other high-powered armament.

The Silencer will have to

RELEASE DATE	DIFFICULTY	
December Adjustable		
PUBLISHER	% DONE	
Origin	60%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



You'll need fancy footwork to dodge most of the game's traps.



Some areas are off limits until you find a key card.

aim his weapons carefully, however, since nearly every object in the game blasts apart when it's shot. If players stand too close to an exploding gas tank or desk, they'll take damage (the Silencer does receive some protection from a personal force field, which wears out if it takes too much abuse).

Control in Crusader is a bit complicated, since the Silencer can pull off so many moves. The game offers two modes of play—one that makes moving through the levels easier and another that simplifies aiming. Players can switch between these modes on the fly though, so they'll be able to choose the control method that best fits the situation.

The PC version of Crusader met with a good deal of success when it was released

For such a heavily armed dude, the Silencer sure is light on his feet. Not only can he leap and crouch like most action-game heroes, but he can also roll to the side and forward. Better yet, when he finishes these rolls, the Silencer comes up into a crouch, from which he can fire away at surprised enemies. He can also walk sideways and strafe with his weapons, an excellent tactic to use when popping out from behind cover.



more than a year ago. It's no surprise, then, that Origin has just released its sequel, Crusader: No Regret. If the PlayStation version of Crusader: No Remorse is a hit, console players will, no doubt, eventually get to play the sequel, as well. ■

Garner's Edge

Fortunately for you, the facilities you visit in Crusader aren't the neatest places in the world—they're filled with stacked crates, barrels and other objects. And these obstacles make excellent shields from enemy fire.

When you enter a room—and before you get within range of the enemies—seek out any obstacles you can use for cover. Dash behind them,

then roll to the side and fire away at the bad guys. You can also shoot a hole through the crates to nail enemies without leaving the safety of your hiding place.

Keep in mind that enemy fire will knock away the crates, too. And be careful not to take cover behind a gas tank or other explosive structure. One stray shot from the enemy will send you into orbit.

SATURN



Samurai SHODOWN III

More Action Than Samurai Sunday

The Samurai Shodown games have always been one of SNK's more popular series of fighters. The original first appeared on the Neo-Geo and was soon translated to most of the other systems. Fans lacking a Neo-Geo missed out on the second game, since it was only available at the arcades. Now, much to the delight of SNK fighting fanatics, the third Samurai Shodown game is available on a system other than the Neo-Geo. You can now continue to learn the way of the samurai on your PlayStation.

Samurai Shodown III keeps with the traditional of 2-D fighting games. You can choose from 12 different fighters to partake in weapon-based combat.

Veterans of the Samurai Shodown games should

take to this second sequel immediately. The control and fighting techniques are similar to the previous two games, which is a good thing.

Good gameplay aside, what would a fighting game be without special features? Well, it just so happens that Samurai Shodown III is loaded with 'em.

One such feature is the Rage Gauge. It is along the same lines as Street Fighter Alpha's Super Meter. During the fight, the Rage Gauge will fill up. When it fills all the way, you can pull off a super attack.

Another nice feature is that each character has a choice of fighting techniques. Right after you select your character, you can choose if you want him or her to fight with the Slash technique or the Bust technique. The most obvious difference between the two is a costume color change. Closer inspection will reveal that there are different special moves and super attacks for the two fighting styles.

Sometimes, there are even bigger differences between Slash and Bust styles. Take Nakoruru for example. If she is fighting with the Slash style,



Beasra has the strange power to send his spinning blade into some sort of vortex where it rematerializes above his opponent. Ouch!

Gamer's EDGE

Nowadays, the traditional 2-D fighter has taken a back seat to the load of 3-D fighting games that have come our way. Samurai Shodown III has a special feature that incorporates a three-dimensional element into the gameplay. When you are standing near your opponent, just press the light and medium attacks simultane-



ously, and you will spin around behind them. If you are quick, you can attack them from behind before they have a chance to react. Cheap? Maybe, but are you gonna care when your slow, would-be challenger is lying face down on the ground? Didn't think so.



When Ukyo wins, all the nice young ladies come to see him.

Gamer's EDGE

What do you do when you are running low on power and need to take off a lot of your opponent's health at once? Just bust out one of your super moves. It's really easy to do. Just make sure your power meter at the bottom of the screen is full. It will fill up as you take damage, or you can charge it.

It looks like Kyoshiro now separates into two handy pieces. When the energy meter at the top of the screen says "Die," it means it.

she has a hawk flying by her at all times to assist her during the fight. Under the Bust style, a wolf follows her around. She can even hop on the wolf's back to double-team her opponent.

Everyone knows that different players have different skill levels when it comes to fighting games. To compensate for this variable, you have a

will automatically block for you five times during a match.

In Upper Grade, there is no blocking. To make up for this big handicap, the Rage Gauge is always full. Expect to see a lot of super moves if you fight in Upper Grade.

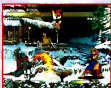
Special features aside, the game itself is quite fun. Some of the backgrounds are a bit bland and some of the anima-

Nakoruru's hawk can pick up her opponents and slam them down. Hibiki). Besides, there's nothing quite as thrilling as seeing your opponent sliced in two after you finish him or her with a particularly deadly move.

If you loved the Neo-Geo version of SS3 or either one of its prequels, you'll definitely want to check out SS3 on the PlayStation. It is as close to a perfect translation of the original that you're gonna get. ■



manually with the L3 button. When it's full, the meter will begin flashing and it will catch fire. The controller motions for the special move will appear conveniently over the power bar. Hurry up and use that move, because the power will wear off quickly. If you can correctly pull off the move and make contact, your opponent is in for some major league hurtin'.



"...learn the way of the samurai on your PlayStation."

choice of skill classes after you pick your character and fighting style. These classes all change the way that the blocking and the Rage Gauge works.

The Default Mode is Medium Grade. This is the normal game in which blocking is done by holding back, and the Rage Gauge fills up normally.

Beginners Class differs from normal only in the fact that it

tion is a little choppy, but it's not all that noticeable thanks to the exciting gameplay.

It seems that fighting games tend to be extra stimulating when weapons are involved. Such armaments range from traditional swords to giant beads to an umbrella (not unlike Ranma 1/2's Ryoga



Zankuro is the final Boss. Are you strong enough to beat him?



In classic Shodown fashion, when both players' weapons collide at the same time, you must pound the buttons to overpower them.

RELEASE DATE	DIFFICULTY
November	Adjustable
PUBLISHER	% DONE
Sony	95%
THEME	PLAYERS
Fighting 1 or 2	CD-ROM

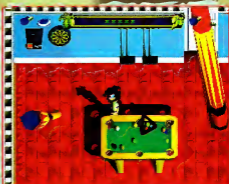
PLAYSTATION



Don't turn away from the ghosts. They'll come after you.



Is this part of the game? I didn't think cleaning toilets was fun.



Billiards can be fun. But when the cue sticks start to turn against you and try to shower you like a shish kabab, it's time to chalk up.

SWAGMAN

EGM Asks: What Is A Swag Anyway?

Imagine a world where the only thing that occupies people's minds while they sleep are nightmares. This is what will happen in the world that the game *Swagman* revolves around if Zac and Hannah, the two main characters in the game, don't rescue

wants to have bad dreams all the time, Zac and Hannah set out to defeat Swagman. Gamers will have to play through over 15 levels that go in and out of Swagman's world to find the fairies and take care of the big Boss himself. Players start in Zac and Hannah's house. Swagman is an actor/

bomb to blow a hole in a wall to get to another area. Check out the sidebar on the inventory system of the game for some more info.

The graphics in *Swagman* are rendered similar to those in *Shining Wisdom* or *Johnny Bezockatone*. The difference is that *Swagman* is played from a top-down perspective. Many

key in one room ends up opening a door close to the beginning of the level—similar to many adventure titles of this sort.

This one is still in its early stages, but it looks promising from what we've seen so far. This is only an early preview so expect more as this title develops. ■

"They are the fairies who sprinkle the 'good dream' dust on people while they sleep."

the members of DreamFlight. The fairies that make up what is known as DreamFlight have been captured by the evil Swagman. They are the fairies who sprinkle the "good dream" dust on people while they sleep. Since no one

adventure title that has players finding a plethora of items (like keys and weapons) that will help them advance into the game. For instance, early on players must locate the bombs so they blow a bed out of the way. They'll use another

of the graphic effects in the game come from the items or weapons used (like lighting effects on the frisbee that look like sparkles).

The rooms are mazelike in design, having gamers going back and forth between rooms to advance. For instance, a

RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Moderate	
PUBLISHER	% DONE	
Eidos	50%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

INVENTORY

The inventory system of *Swagman* is simple enough to get the hang of. When gamers pick up an item it is filed away for later (or sometimes immediate) use. Some items can be collected in numbers (like bombs). Between the two characters, gamers will have plenty to look for as they play through the game. Here's a look at how the screen is arranged.





PLAYSTATION

NEXT WAVE



Magic The Gathering

BATTLEMAGE

Beyond The Card Game

Prepare yourself for the next level of strategy. Magic: The Gathering—BattleMage will be released soon for the PlayStation and Saturn. It is a fully animated strategy game that brings the artifacts, monsters and mystical spells of the Magic universe to life in a battle of wits and wizardry. The game will contain over 90 interactive encounters across 30 different territories.

BattleMage offers two modes of play. The Duel Mode is a realtime head-to-head game that allows

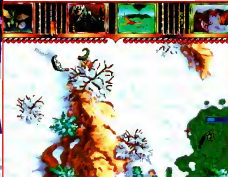
you to build a customized army of creatures and spells that come from the card game. You can play against the computer or against another player on the game's split-screen feature.

You can also engage in a second mode, called the Campaign Mode. This part is a turn-based strategy game in which you conquer territories and accumulate magical artifacts and spells in the midst of an epic war. Throughout this campaign, you will have various encounters with different beings from the Magic universe. Some of these

encounters will be in your favor, providing you with silver, spells, artifacts and clues. Some will have adverse effects as well. Each time the Campaign Mode is played, new magical powers can be found, including brand-new, never-before-seen spells.

The strategy aspect in this game is nothing to scoff at. When facing off in the various battlefields, you will have to balance your time between collecting magical energy (called mana) and fighting. Not only will you have to use spells and artifacts to your advantage, but you will need to utilize the terrain for tactical purposes. For example, use hills to protect a weak flank from a sneak attack, or use a passageway to lure enemy armies into a trap.

This title has enough features and depth to please any strategy fan. And let's not forget the Magic: The Gathering universe and how popular that has become. It looks like this game is going to be a hit when it debuts. ■



Keen Magic: The Gathering fans might notice that the picture icons at the top of the screen use the same artwork as the card game.

Behind The SCREENS

Many of you are familiar with the card game Magic: The Gathering, made by Wizards of the Coast. This popular strategy game was an overnight success.

Today, you can find Magic decks and countless copycats practically everywhere. Now Acclaim is taking Magic's universe (and popularity) and creating a whole new game out of it. And even though no previous Magic experience is needed, fans of the card game should thoroughly enjoy this new title.



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Acclaim	75%	
THEME	PLAYERS	SIZE
Act/Adv.	1 or 2	CD-ROM

PLAYSTATION



TUNNEL B1

WipeOut Meets Descent

Riding on the wave of exciting action titles like *Descent* and *WipeOut XL* comes Acclaim's newest project, *Tunnel B1*, coming out soon for the PlayStation, and later for the Saturn.

Tunnel B1 is one of the most visually stimulating games to come out for a 32-bit system. The graphics can be best described as a dark and moody hybrid of the two aforementioned titles.

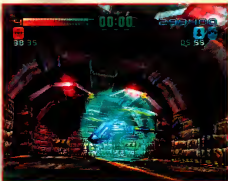
Picture racing a very high-speed vehicle down ultra-smooth roads and tunnels. The texture mapping is clean and the dark shading works well here. The attention paid to details is simply marvelous, from a flare's lighting to the opening of the Map Screen.

What good is high speed



without fast animation? Well, *Tunnel B1* serves up plenty of that. Again, this is where comparison comes up between this game and *WipeOut XL*. The smooth frame rate runs at blazing speeds without a hitch. So much so, that the game comes close to giving you that same disorienting vertigo feel that *Descent* served up so well. Finally, the superb lighting effects and flashy explosions add to an already great visual package.

But we have all seen pretty



games that were an absolute bore in terms of gameplay. Our early demo shows that *Tunnel B1* will have no trouble avoiding this trap. Besides racing around and blasting

enemies, you'll have to find your way out of difficult predicaments in order to finish the missions. At first, the objectives are pretty simple. Destroy an enemy and/or collect certain items in a level. After these initial "practice" rounds, the game becomes much more interesting.

On one of the later levels, for example, your mission

Looks may be deceiving. Some of the enemies in *Tunnel B1* may look alike, but they definitely don't act alike. Don't bother trying to figure out any patterns until after you see your specific opponent in action. You will not only have to defend differently but you'll have to cater your attacks to your different targets. For example, one helicopter may swoop down low enough for your machine guns to hit it. Another may be hovering too high, and you'll have to strategically place mines underneath it and hope that the explosion will reach high enough to hurt it.

Gamer's Edge



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Acclaim	99%	
TITLE	PLAYERS	SIZE
Driving	1	CD-ROM

Gamer's EDGE

Here's a few tips to help you on your journeys in your B1 craft.



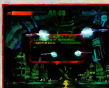
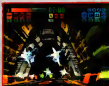
As tempting as it may be, don't rush around the tunnels. These mortars won't present any problems if you see them in time.

becomes a pure race to the finish. You will have to run through obstacle-strewn tunnels and reach checkpoints in an allotted amount of time. If you can't make it, you won't only lose, you'll die, as the tunnels get blown up. To add to your plight, enemy crafts will race ahead of you, just to drop a few mines in your path.

The variety in missions helps let Tunnel B1 stand above the masses of mindless shoot-'em-ups on the market. The shoot-'em-up factor of

Tunnel B1 is, however, worth mentioning. The explosions and weapon effects are almost worth the price of admission alone. Your enemies will range from incompetent to downright tough (see sidebar).

So why are you running around and destroying things in the first place? As if you need a reason, Acclaim has given us a story line. Basically, the Earth has become a dark and cold world that has no purpose or hope. One ruthless despot has decided to create a weapon so powerful, that it



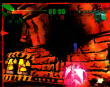
The computer can restart your objectives any time you want.

cannot be ignored. Now it's up to you. Your B1 craft is armed and ready. Destroy all who gets in your way on your drive to rid this world of evil. The story line is nothing spectacular, but then again, not many games' story lines are.

From our early peek, Acclaim has found a winner with Tunnel B1. This game looks simply spectacular and is a must-see for anyone with two eyes. You can expect this game to be a landmark title in the action arena. ■



1 When you see these radioactive containers, get up close to them and prepare to shoot.



2 Blast them open and quickly scoop up the power-up inside. Note the timer on top?



3 If you don't get your prize before the time runs out, the box will explode and leave a radioactive mess. Now the area will be contaminated and you'll have to get out of there pronto!

"Tunnel B1 is one of the most visually stimulating games to come out for a 32-Bit system."

Gamer's Edge

Here's a quick look at the Primary Weapons that will eventually become available to you in Tunnel B1.

MACHINE GUN



The machine gun is a basic, low-powered weapon that requires no ammunition and is the fallback support for your craft. **Upgrades available:** Twin Barrel and Triple Barrel.

ROCKET



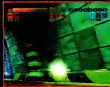
Standard rockets affect a burst area upon impact. Any craft, including yours, will take damage if caught within this area. **Upgrades available:** Twin Rockets and Seeking Rockets.

MISSILE



Missiles are similar to rockets, though they have the advantage of being smaller and far more maneuverable. **Upgrades available:** Twin Missiles and Seeking Missiles.

ARGON LASER



The Argon Laser is primarily used to deplete an opponent's shield capacity but cause relatively little damage to the target. **Upgrades available:** Twin Laser and Neon Laser.

SPORTS

WE GET READY TO ROCK THE RIM AS
THE 32-BIT DUNK-A-THON BEGINS



We've jammed 20 pages of the hottest sports gaming coverage into our biggest issue of the year. Inside you'll find plenty of in-your-face sports action. We also posted up Penny Hardaway as we went one-on-one with him in Team EGM style.

Welcome to the biggest sports section in *EGM* history. This month we're weighing in at 20 pages, and we've filled it with some of the games you will playing not only during the holiday season but for the rest of the new year as well.

One of the most anticipated titles of this year will be *NBA Live 97*. The game is great, but it will have some stiff competition from Konami with *NBA In The Zone 2* as well as Sony's second edition of *NBA Shootout*, due in February. That's not the only rivalry you will see. We started the *Madden 97* rivalry with the fairest, most accurate review of *Madden* in gaming. Now we will be put to the test with *GameDay '97* to see who will host this year's Super Bowl of gaming trophy. It will come down to the wire, and we will keep you up to speed. Inside we offer up some insight on what went into the making of this year's *GameDay*.

Then we lace up the skates and

head out onto the ice with *NHL FaceOff '97*. This game is awesome with excellent playability and an innovative passing interface known as loon passing. Die-hard hockey enthusiasts as well as casual puck-heads will definitely want to check this game out. There are fights included in the game, and they are done in the old *Blades of Steel* style except you can give your opponents headbutts, uppercuts and jabs. To be successful, you have to mix up your punches.

In keeping with our string of interviews with some of the best names in professional sports, we post up Anfernee "Penny" Hardaway. We talk a little hoop action along with a little gaming. Penny is a big-time gamer and when he isn't playing basketball, he enjoys *Madden 97* and the *NBA Live* series.

The entire team has come off of the ball to make this section our best effort ever.



Having trouble with *Madden 97*? Check out our five-page strategy blowout that will help you improve your game.

THE LINEUP

• **FEATURES**
• MAQOEN '97 STRATEGY

• **PREVIEWS**

- JET MOTO
- NHL FACEOFF '97
- NBA JAM EXTREME
- TECMO SUPER BOWL
- NBA HANGTIME
- MLB PENNANT RACE
- NHL '97
- WWF IN YOUR HOUSE

• **BOX SCORES**

- F1 RACING
- POWER SOCCER
- MLB PENNANT RACE
- NHL FACEOFF '97
- NBA LIVE '97
- PGA TOUR '97
- GRETZKY HOCKEY
- POWERPLAY HOCKEY

• **INTERVIEW**

- ANFERNEE "PENNY" HARDWAY

QUICK SHOTS



T&E Soft's *Pebble Beach* is coming for the Nintendo 64.



Land a trophy winner with *Base World Championship* for the PS.

The Making of

NBA LIVE 97

by Joe Rybicki

Team EGM recently got a chance to chat with Tammie Williams, producer of EA Sports' NBA Live series, about NBA Live 97. He gave us a little bit of game history, as well as commenting on some of EA's competition in the world of video basketball. He talked about the move from sprites to polygons and the effects that had on gameplay. Here's what he had to say:

What is the most significant change between NBA Live 96 and NBA Live 97?



Probably the most significant change would be our move to using 3-D rendered-on-the-fly players and motion-capture data. It's gone from sprite-based like we used last year—granted, taken from CGI-rendered source—but still not the same as the multipoly picture map rendered-on-the-fly guys we're using now. I mean, they just look fantastic. Some of the slams, some of the hanging on the rim...they just look amazing. You can tell it was actually done with real people. You know, we had Mitch Richmond and Tyus Edney up here doing motion capture.

Why did you make the change from sprites to polygons?

We made the change because we felt that it would make our game emulate the NBA a lot better. With sprites, you're limited to

prerendered animations, right? You're limited to the number of directions you choose, the number of frames you have for each animation, and, of course, because you're limited to the amount of RAM you have on the system, you're not really able to do all the things you want. Now, when you move on to the rendered-on-the-fly guys, once you put the models in, you then have to apply the motion data to them. Now, again, you're limited to the set of motion data you can have; but, first of all, they run at 30 frames per second. Second, you're not limited to eight directions. You have infinite directions; they can point in any direction. Plus, it's enabled us to make our cameras freer. We've got an overhead camera for some of our replay stuff that looks straight down. With sprites, if you look straight down at them, it's like looking straight down at a piece of paper. You don't get a lot there.

What do you think of the other basketball games on the market, including EA's previous efforts? What is your favorite basketball game, next to NBA Live 97?

Well, NBA Live 97 on the Sony [PlayStation] is my favorite basketball game. It's the best one we've ever made. I think it's going to blow people away. Other basketball games? Well, I think it's been interesting to watch the evolution of basketball games. I've been looking at some of the 32-Bit games, and they've all had some pretty good strengths. NBA Action, I think, would probably be my second favorite. They did a really good job there.

Did you feel any kind of pressure from the success of 96? Obviously, you wanted to make a better game. Did that put pressure on you?

Definitely. It put pressure on the whole team. I mean, with our 96 product, I



think it was a good product, but our goal is to be heads above everyone else. I think we were feeling that we had some solid competition. So I think that spurred the whole team up here, looking at that and saying, "Okay, we know how to use the Sony now, we've learned where we made mistakes, and where we can improve it." And I think that everyone's really going to see that when this product comes out. I think we basically attempted to cover every single possible weakness or lack in our game so that we're really creating the NBA. We're creating our very own little NBA that you can take home with you.



the
**NBA's
 Brightest
 Star**
by Todd Mowatt

**FACE TO FACE
 WITH ANFERNEE HARDAWAY**

In keeping with the Team EGM tradition of interviewing the top sports stars of the modern-day era, we recently went one-on-one with one of the greatest basketball players to ever step out onto the court.

It just so happens that to

get away from the game of basketball, Anfernee Hardaway enjoys playing games on his Sega Genesis and his Sony PlayStation.

What is the team going to be like now that Shaquille isn't there?

When Shaquille first left, the team was in a state of shock, but now everybody is hungry, because people are saying we can't win. People aren't giving us any respect for the things we accomplished.

The atmosphere of the team down in Orlando is great, and everybody's willing to work hard. We know that we have to work hard, but we're not really worried about a lot.

game situations. By December I'll be able to tell you that. But right now, I can say no, because we're starting all over again.

In your opinion, who's the toughest person you face, one-on-one, in the NBA today and why?

I'd have to say Michael

**One of the greatest stars in the NBA
 Hardaway be the player who takes the**

We just have to go in and play as hard as we can.

Do you think of the Magic as your team now?

Well, I can't look at it as my team. I have a great supporting cast. I'd say that right now we'll just have to pull together even tighter. Now that Shaquille is gone, we've lost 30 points and 10 rebounds. The entire team has to pull together. It has to be our team, not just my team.

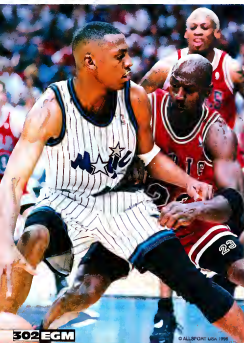
Is the Magic a championship-caliber team?

Right now, I'd have to say no, because you can't really compare [us] to the Chicago Bulls. We don't really know how we'd react together in

Jordan, because he can beat you physically and mentally. Physically, he's gotten a lot stronger and quicker. And mentally, he knows the game so well, and he plays mind games with you. And if you fall into that area, then he'll definitely get you on both sides.

What do you think the game of basketball has to do to keep its current popularity?

Well, guys have to stop getting into so much trouble off the court, and just respect basketball—and themselves—enough to keep the tradition going. I mean, we have some great guys, the greatest



ambassador of the league being Michael Jordan, and he's on his way out. As soon as he goes, then who do you look for? That's why I try to respect the game on the floor. And then when I get off the floor, I try to respect myself and the city that I'm playing for. Because you have an image to uphold, and we're trying to make the NBA as great as possible.

How long do you want to play for the Orlando Magic?

I want to finish my career with the Orlando Magic, unless something drastic happens. Unless something crazy goes on here, I think I'm going to be finishing my career here.

How do you feel about people saying that you're going to take the torch from Michael Jordan as the game's next number-one player?

I take that as an honor, really, because that means that a lot of people are respecting me as a person and as a basket-

ball player, and that they think a lot of me.

since being in the NBA. I've learned that you have to deal with losing. If I let losing bother me all the time, then it would affect me for the next game. So I take it in stride.

How are you spending the off season, now that the Olympics are over?

Well, video games are my relaxation.

What are your favorite types of games?

Any of the Madden games, NBA Live 96, Triple Play 96... I love all sports games. I'm not too much into fighting games.

What's your favorite console, and what system do you play the most?

Well, I was more of a Sega guy, but Madden 97 just brought me

today, will Anfernee "Penny" torch from Michael Jordan?

over to the PlayStation.

Do you ever simulate an upcoming game on the console systems?

Oh yeah, especially during the playoffs. I would play against a friend. He would be the opposing team, and I'd be the Magic. I'm the best video game player in the NBA, period.

Never take little things too seriously. I'm a guy that hates to lose, and

ball player, and that they think a lot of me.

Anfernee Hardaway



THERE GOES THE



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TEAM EGM SPORTS

The
Making of



GAMEDAY™
'97



The original NFL GameDay was one of the most commercially and critically successful 32-Bit sports titles to date. Among other awards, the game won *Electronic Gaming Monthly's* prestigious Platinum Award, reserved for the pinnacle of video game achievement. Considering such accolades, Sony faced a rather daunting task in attempting to improve upon an already stellar sports title. But try they did, and the result is the new-and-improved NFL GameDay '97.

How is GameDay '97 improved?

Sony began by improving the game's graphics. They increased the frame rate by a staggering 50 percent, rendered all 30 NFL stadiums in 3-D and brought in Tim Brown, Oakland's All-Pro receiver, to participate in extensive motion-capture sessions. From these sessions, all-new player animations, such as endzone dives, one-handed catches, swim moves and forearm shivers, were created.

Sony wasn't content, however, to only make cosmetic enhancements in GameDay's appearance; they also added new gameplay elements, such as an overthrow meter. According to the game's developers, whom we met with recently, the player now has the ability to intentionally overthrow the receiver. As the ball is in flight, the player can assume control of the receiver, hit the speed burst and dive to make the catch. They proudly went on to say this deep playmaking ability has never been accurately attempted in a football title until GameDay '97.

One frequently heard complaint about football video games is that one or two plays can be used again and again to beat the computer—even on the hardest skill level.



Sony works to make one of the best 32-Bit football games even better.



Sony insists this is "impossible" with GameDay, thanks in part to a full-time game tester specifically brought in to find such plays. Their tester "tries to beat the game everyday by using the same play." Periodically, he would discover one and bring it to GameDay's creators, who invariably answered, "Okay, let's tweak it...Let's find a defense that can stop it."

Players must become adept at reading defenses and making the necessary adjustments if they hope to win. The developers explained this necessity best: "We're putting you on the field. You're having to read defenses, not blindly throw to one receiver or the other. You really have to become familiar with football." GameDay '97's creators also realized gamers prize replay value in a sports title, and they decided to increase the replay value of their game by adding so-called "Easter eggs," instead of full-motion video, a common sight in many CD sports titles. "You get players as big as the goal post [and] quarterbacks who can throw the ball 80 yards. These are things that enhance people's gameplay, much more so than an FMV." Although there may be other football games with higher-profile endorsements available, Sony feels NFL GameDay '97 eventually will end up on the top of the pile. They believe the improvements made in their excellent game make it "the yardstick by which all other football titles will be measured."

Some thoughts on video football courtesy of Oakland's Tim Brown



Sony used NFL players not only for GameDay '97's player animations but also to contribute to the game's extensive play book. One such player, Oakland's All-Pro running back, Tim Brown, recently spoke about the experience.

"Sometimes [video game developers] can draw up plays, but it's not what is happening on the field. [Sony] has had players...to guide [them] as far as what kind of plays are being run on Sunday afternoons, and I think that adds to the real[ism] of the game."

After playing GameDay '97, Tim was quite impressed with the game's attention to detail and challenge. This experience caused him to re-evaluate which position suits him best. "I used to think I was a quarterback, but after playing this game, I don't think I would make a very good [one]...You really have to make quick decisions in this game. You drop back and see your receivers. You may want to throw the ball to the 'X' guy, but it's the 'Z' guy who's really open...You have to be able to see that and at the same time be able to push the button in time to get the guy the ball. It's the same thing [NFL] quarterbacks have to go through."

NHL FACEOFF '97

The folks at Sony Interactive Studios are looking to bring their high-energy style of sports gaming to the ice this fall with the release of NHL FaceOff '97. An intuitive, fast-paced game in the vein of Sony's enormously successful football title, GameDay, FaceOff includes a number of features that should satisfy any fan of the game of hockey. The most innovative feature of this game is its passing



DROP YOUR GLOVES AND GO AT IT!

interface. Unlike other hockey titles, in which passing is simply performed by aiming the puck in a given direction and hoping it connects, FaceOff features an Icon Passing interface. The player with the puck can call up icons of the other players—represented by the symbols on the PlayStation's buttons—then pass instantly and accurately. Like in most 32-Bit football titles, this icon interface makes for a much more intuitive gameplay, allowing even first-time players to get the hang of the game much more quickly.

To enhance the quick, arcade-like feel of this game,

the designers are including the option of on-ice fighting reminiscent of the classic 8-Bit Blades of Steel hockey title. In this game, however, players will have a number of attacks to choose from, like jabs, uppercuts and headbutts! This is sure to keep the game fun and entertaining.

A multiplayer Practice Mode, with the ability to select the number of players on each team, will give new players the opportunity to get a feel for the game. Then the player can move to a full exhibi-

tion game, then to season play. This game will support season play, with detailed statistic tracking throughout the season.

NHL FaceOff '97 should appeal to a wide range of gamers. Keep an eye out for this incredible hockey title.

RELEASE DATE		DIFFICULTY	
Now	Variable		
PUBLISHER		SIZE	
Sony		CD-ROM	
PLAYERS	THEME	% DEMO	
1-8	Hockey	75%	

A revolutionary interface

With Sony's revolutionary Icon Passing interface, players are now able to position the puck with incredible precision. It is now possible to execute a perfect pass while heading down the ice at top speed, without losing any momentum. It is also possible to pull off an assist that would be a great deal more difficult with some of the more conventional hockey interfaces. Although the developers admit that it may take a bit of getting used to, once players experience hurtling down the ice with the option of icon passing, they will never want to return to the regular style again.



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NFL '97

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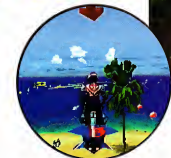


PLAYERS



Jet Moto

Jet Moto has been creating quite a stir around our offices, even among the most jaded racing fans. Created by SingleTrac, who also produced the stellar Twisted Metal series, Jet Moto is a futuristic racing game in which riders pilot hovercrafts that bear more than a casual resemblance to a certain Kawasaki watercraft. (Rumor has it SingleTrac originally wanted the crafts to be Jet Skis, but the big N snatched up this coveted license for WaveRace 64.) SingleTrac, however, turned a liability into an asset by designing courses no conventional watercrafts could negotiate. One course features a large highway overpass that has crumbled into the ocean. Another course, aptly named Blackwater Falls, has an insanely high waterfall that would snap a real Jet Ski, not to mention its rider, in half. Additionally, the Jet motos also have nitro boosters and laser



"grapplers" that allow crafty racers to slingshot around hairpin turns.

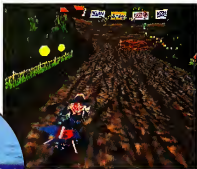
Jet Moto's frame rate, rider animations and wave physics are extremely impressive, even

at this early stage. As in real racing, players must plot a course through the calmest waters while avoiding large breakers, which slow down your rider.

Jet Moto has an awesome Two-player Split-screen Mode that really has been drawing crowds around here. So far

Sony and SingleTrac ride again

we've seen only three of a rumored 10 tracks, and we're already salivating for more! This game will certainly appeal to any fan of racing games. With the wide range of tracks and racing surfaces, it is sure to get the adrenaline pumping. Look for Sony to release this before the end of the year.



With obstacles like covered bridges and palm trees, Jet Moto provides an intense racing experience.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Sony	CD-ROM	
PLAYERS	TRAILER	% DONE
1 or 2	Racing	60%

Anybody home?

Some of the tracks in Jet Moto have interactive backgrounds. For example, it is possible to take this very interesting shortcut in the Blackwater Falls course. Each course has a variety of different paths to choose from, making for great diversity in scenery and long-term replayability.





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MIDWAY



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Tecmo SUPER BOWL

Tecmo is joining the 32-Bit football game craze with the release of Tecmo Super Bowl for the PlayStation and the Saturn. This updated version of Tecmo's football series for the 16-Bit systems will provide the latest teams and stats while retaining many features of the original versions.

The game will include all 30 NFL teams with accurate stats and rosters. In addition, you'll be able to trade players at any time to create your own dream team. You can also take the role of any player, and when a player is selected, his picture will come up on the

screen to let you know just who you're controlling.

One of the more interesting aspects of this game is its variable weather. Although you will be able set the playing conditions on the Options Screen, you can also choose to have random weather, with rain and snow that comes and goes during the course of the game, affecting gameplay.

This version will offer three different camera angles: horizontal movement, three-fourth angled screen and vertical movement reminiscent of Sony's GameDay. The animations will be very true-to-life,

with diving catches, realistic running motion and even the classic high-stepping on the way to the end zone. The passing interface will be performed in the classic style, although

the play-calling interface is rather unorthodox.

The teams' logos and colors will be seen on the field, and while the players' numbers will not be on their jerseys, they will be displayed within the circle indicating who has possession of the ball. As you can see in these screen shots, the field is incredibly detailed, with careful shading and texture to re-create the look of a real football field.

Un-bowl-ivable



Tecmo has been a well-known name in the gaming world, and this title is evidence of that experience. Budding fans of video football will want to watch out for this game.

RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHED	SIZE	
Tecmo	CD-ROM	
PLAYERS	THROW	% DONE
1 or 2	Football	100%

Keeping things up to date



Tecmo's Super Bowl will incorporate all the latest statistics and rosters. Like every true NFL game due out this fall, Super Bowl will also include the Baltimore Ravens (formerly the Cleveland Browns). With the ability to trade players,

gamers will be able to update the rosters if any trades come in at the last minute before the season starts.

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<http://www.ascgames.com>

NBA hangtime

Williams Entertainment is bringing arcade-style NBA Action into your living room this November with the release of NBA Hangtime for the SNES, Genesis, PlayStation and Nintendo 64. With intense gameplay in the vein of the original NBA Jam, Hangtime should appeal to fans of all kinds of arcade basketball.

Catch some air

Unlike many arcade games, Hangtime will feature an in-depth Create-a-Player option which lets gamers build their own NBA Hangtime players, dictating such attributes as height, weight, facial

appearance, speed, shooting, dunking, passing and defensive ability. It also includes the voice of Chicago Bulls announcer Nell Funk calling the play-by-play, which will add to the feeling of realism in a game that is in many ways unreal.

NBA Hangtime should appeal to fans of every kind with its combination of arcade and simulation.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Williams	24 Meg	
PLAYERS	THEME	% DONE
1-4	Basketball	50%

Know the code

NBA Hangtime will incorporate over 900 secret codes which will increase the depth and playability of the title. At the beginning of the game, players will be able to enter a code which activates a number of hidden features, like unlimited turbo and super dunks. There will also be the ability to play outdoors.



PLAYSTATION

MLB PENNANT RACE

Sony Computer Entertainment America is planning on taking the world of video baseball by storm this fall with the release of MLB Pennant Race. With both MLB and MLBPA licenses, this

game should deliver realistic Major League action with a ton of extras.

The MLBPA license allows Sony to use over 700 real players, and the MLB license gives them access to all 28 teams, as well as their respec-

tive stadiums. Accurate home and away uniforms add to the level of realism.

On the gameplay side of things, Pennant Race gives in-depth statistics that are tracked through the course of the season. League leaders are tracked, as well, in 14 different



ability to bat in the manner they are most comfortable with for the ultimate control.

Setting up the game

Pennant Race features fully customizable gameplay options, including a radar gun, a fielder's aid shadow and a custom batting interface. For example, the game has the option of being equipped with a precise batting target like the one found in Konami's Bottom of the Ninth.



Heading for home with Sony

categories. For those looking to customize their game, the managerial options give the ability to create a player, as well as sign free agents and trade players.

The ability to choose between different batting interfaces should make this game interesting for fans of other types of baseball games. This option gives players the

With all the features being offered, Pennant Race is sure to be an all-around favorite of baseball fans of every type.

RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	SIZE	
Sony	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Baseball	100%



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NHL 97

The sports gods at Electronic Arts have delivered what they consider to be "the first true 32-Bit hockey experience" with the release of NHL 97.

Electronic Arts knows sports gamers have come to demand all the appropriate official licenses, and NHL 97 delivers. The game contains all the teams, logos and 650 real

NHL players. All of the player statistics and team affiliations have been updated to assure up-to-the-minute accuracy. Gamers can even create players or make trades to create the

Sharpen your hockey skills!

ultimate fantasy team.

Not content with simply polishing the look of the game, Electronic Arts also tweaked gameplay to the max. Playing strategies now include an aggressive forecheck style of play and a new shell defense. Additionally, players have the option of assuming instantaneous manual control of their goalies when the action

really heats up.

EA was a strong player in the 16-Bit sports arena, and NHL 97 helps solidify their emerging 32-Bit reputation.

Movements true to life

EA's developers captured the movements of a real NHA player to animate NHL 97's polygon characters, producing unparalleled fluidity. The game also contains signature moves of some of the best NHL players in the game.



EA's developers captured the movements of a real NHA player to animate NHL 97's polygon characters, producing unparalleled fluidity. The game also contains signature moves of some of the best NHL players in the game.

RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	SIZE	
EA Sports	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Hockey	N/A

PLAYSTATION

WWF IN YOUR HOUSE

The sports team at Acclaim is tagging up with the WWF this fall to bring you WWF in Your House. With similar features and gameplay to their other

Wrestling in your living room

WWF titles, In Your House is certain to satisfy fans of wrestling worldwide.

This game features digitized representations of some of the WWF's most popular characters, like Bret "the Hitman" Hart and "The Man They Call Vader." With quick action and

unbelievable combos, In Your House is Mortal Kombat in a wrestling ring—without all the

blood, of course. The ability for four-person tag-team matchups is sure to make for some heavy competition, as well.

With all the theatrics in WWF wrestling these days, it makes for a perfect translation to this kind of game. With vivid and detailed background graphics and animation, three modes of play and a number of colorful opponents, WWF In Your House will appeal to fans of wrestling as well as fans of digitized 2-D fighters in the vein of Mortal Kombat and Battle Monsters.



What a card...

Each wrestler has his own thematic background, depending on his particular trademark or mascot. This makes for some interesting settings, like Owen Hart's "House of Cards," complete with King and Queen.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Acclaim	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Wrestling	60%

NBA JAM Extreme

Accclaim's NBA Jam was one of the most enjoyable and intense arcade basketball games to ever hit the home systems. When they released their Tournament Edition, interest in the game soared. And yet, even with the success of these two titles, Accclaim felt that it was time for a change. So they went back to the drawing board and came up with NBA Jam Extreme

Sporting a completely new game engine developed from the ground up, Jam Extreme features motion-captured players fully rendered in three dimensions, with scanned images of real NBA players mapped onto the characters' heads so that they are easily recognizable. The developers used Juwan Howard for their motion-capture sessions in order to

give the game that true NBA feel. It is the implementation of the motion-capture data that really makes the difference, however, and Accclaim didn't hold back on this front. From swinging on the rim to every little victory dance, the players look and act just like real NBA stars.

Like other versions of NBA Jam, Extreme offers competition for up to four players. In addition, the PC version of this game will be networkable, so that folks around the office will be able to get together for a quick game of b-ball between important meetings and power lunches. Four players will also be able to play with a multimap on the PlayStation, as well.

Although this game does not feature a full five-on-five squad, it does include over 170 real NBA players, six per team. (Players are even able to choose the color of

Accclaim takes Jam to the Extreme



Rodman's hair!) Furthermore, like earlier versions of NBA Jam, there are tons of secret players, including would-be presidential teams of Clinton and Gore; Dole and Kemp. Also included are a lot of other secret players, like game programmers and video game magazine editors.

With the success of the previous NBA Jam titles, Jam Extreme is sure to arouse a great deal of interest based on the name alone. But this title will also offer a completely new game engine, so that even the most seasoned players will have something new to find in this game. Fans of intense arcade basketball will want to keep their eyes on



the shelves of their local video store when Jam Extreme hits late this fall. This is definitely one to check out.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHING	SIZE	
Accclaim	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Basketball	70%



Slamming in your face



With the dynamic camera angle implemented in NBA Jam Extreme, players can get an intense close-up of every in-your-face dunk. When the players are "on fire" (that is, when they

score three times in a row without the opposition scoring), the camera zooms in for a quick and amusing little victory dance, complete with flames illustrating the point. It is now also possible for defensive players to become "on fire" when they successfully block three shots in a row.

NBA

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MADDEN NFL 97

STRATEGY



Throughout the many versions of Madden that have been released over the years, much of the same strategy remains. It isn't too difficult to win, especially if you have the right team and plays. You don't need to pick the '85 Bears or the '82 Cowboys to beat up on someone else; you can do it just as well with Detroit, Indianapolis or Philadelphia.

What these three teams have in common is that they all have great running backs. Having an excellent runner is the single, most important key to the game. With him you can control the clock and use him as a dual weapon as both a receiver and a runner. This also opens up the passing game for you: other big play receivers by making the defense respect your running game and react to play-action passes.



GENERAL TIPS



Since pressuring and sacking the quarterback is one of the most important things in football, you would think that running with him would be one of the most effective plays in Madden. Guess again. To

consistently grab large chunks of yardage at a time, simply call a pass play, roll out and run for it. You don't even need the speediest quarterback in order to run this well, although it will certainly help improve your gains.

With a few simple moves, the computer forms a chain of men behind you, because it has trouble with pursuit angles.



Not everything in Madden is entirely new. The code and artificial intelligence were taken mostly from the 86 version of Madden for the Super NES. Not surprisingly, both have a unique problem: The computer has a really hard time computing tackling angles. This means that if you do a few weird jukes, the computer is very likely to miss tackling you altogether. One good technique to use is to move to one direction to group all of the computer players to one area then reverse your field to the other side. Because of the AI problem the computer players will often form a human train behind you, because they are too dumb to figure out the best angles of pursuit.





OFFENSIVE PLAYS

Like many real football defenses and past Madden titles, the computer is not good at covering the running backs out of the backfield. This is a bit ironic considering that running backs are some of the most powerful and speedy offensive weapons in the game. For this reason alone you can easily beat the computer by simply dumping passes off to your running backs over and over. As an added bonus, they are one of the safest plays in the game. Using a team with a good fullback or halfback is strongly advisable to make this strategy work optimally. The biggest bonus of having a great back to receive these passes is, of course, that he can run the ball also, providing an awesome double threat. Here is a good example of some of the best dump-off plays and running plays.

Shotgun/Double X's

This is a great play because the running back coming out of the backfield (Receiver R) goes deeper than normal because the "Double X" receivers clear out most of the coverage, thus leaving the RB wide open. Being in the Shotgun also gives you a bit more time to pass.



Remember to hold down the button to bullet pass to him, as lobbing it will give the defenders more time to react.

Goal Line/Flat In

Deception is one of the most essential ingredients in an offense. Lining up in a Goal Line formation gives the illusion of smash-'em-up football, especially if a human opponent is watching your Play Selection Screen. Surprise the defense by passing to receiver R out of the backfield once he gets past the line. Most defenses



will pack it in against a Goal Line offense, with linebackers shooting the gap to stop the run. This leaves them wide open for big plays.

Shotgun/Quick Slant



Quick Slants are an excellent way to pick up at least seven yards, especially when the defense is in man-to-man coverage or is ignoring the middle. As soon as the wide receiver breaks to do his slant toward the middle of the field, flip it in. This

typically works best with the slot receiver (Receiver L). This play works pretty well on all shotgun-formation sets such as the 4WR and 5WR.

Shotgun/Quick Hitch

This is an excellent pass to cut those first and 10's in half. If defenses are playing Nickel or Dime formations, use this pass to your slot receivers (receivers L and X). The receivers will go out about five yards and then will come back and "hitch." When they do this, bullet pass the ball right in. Beware of using this against tight "man-to-man" defenses.



Pro Form/HB Toss



This is a very wide toss that can make aggressive linebackers pay for playing over-aggressively. Because this toss takes so long to materialize, by the time your QB pitches the ball outside, many of the surging linebackers are already past the play and in the offensive backfield.

I-Form/Power Strong

This is a great running play, which is well blocked and gives a fast runner a great opportunity to break away for a long play, especially against the computer. To cross-up a human opponent, choose the "Power Weak" play, which looks just like the Power Strong but runs to the opposite side. This allows you to "flip" the play without giving away your intentions. Keep in mind you will have one less blocker since the play is designed to run away from the side with your tight end (hence running weak side).



Pro Form/HB Option Pass



After you've made someone paranoid by using the Pro Form HB Toss, try this trick play. It looks almost identical to the real toss play, but allows your running back to throw the ball for big plays. Not

only is it a great pass play, but it works well as a running play if all of the receivers happen to be covered.

Goal Line/QB Sneak

The best short yardage play in the game. Save this for the crucial goal line plays and third-down situations. Don't necessarily go straight-ahead over the center. Sometimes angling left or right of your center yields better results.



Pro Form/FB Dive

This play is very well blocked and is a great changeup when a defense keys on your halfback. For instance, if you have Barry Sanders, everyone will be gunning for him. Hand the ball off to your FB, Reggie Rivers, for a surprise big gain.



General Offensive Tips

On running plays move your man-in-motion to approximately where the "hole" is designed to open in the running play. This will usually cause this receiver in motion to serve as an extra blocker in the play, almost like a second fullback. Simo rolling



out with the quarterback is so easy, it can really help get your receivers open. Roll to the left or right, and when the defenders sag toward you, pop it over their heads for big gains. If they don't come after you, run the ball for big yardage.

LINING UP WITH EA'S BEST

Brian Jackson and Robert Jones are the assistant producers of the PlayStation and Saturn versions of Madden 97. You can't trust anyone more when it comes to play selection than the creators of the game.

Pro Form/EB Dive



Most of the inside FB running plays in this formation work well, and this is one of the best for getting a few hard-earned yards.

Single Back/EB Dive

A great inside running formation and play that works even better if you take the motion receiver and put him in front of the fullback when you start the play. This adds an extra inside blocker that might be enough to spring the big play.



4-3/SS Blitz



This play applies pressure to the offense but covers each zone of the field particularly well, not leaving any immense gaps for a receiver to exploit. If an opposing receiver makes a catch, you will usually have a defensive man close by to make a break on the ball or to make a tackle.

Nickel/Crashman 1 or 2

Both of these "Crashman" defensive plays pressure the quarterback with different styles of outside blitzes, but still cover their zones efficiently. The extra DBs in the Nickel formation should help keep you from getting burned deep. Keep in mind that if the player throws to the field vacated by the blitz, it will make for an easy short gain. On the other hand, that's not a large gamble to take with the payoff being a sack or an incompletaion.



3-4/Inside Heat



This play works doubly as a pass rush in addition to an excellent inside run blitz, too. To keep the middle of the field covered, which is vacated by the storming linebackers, take a safety and patrol the middle of the field while the linebackers crash into and through the interior of the offensive line.

DEFENSIVE PLAYS

To be honest, there are no defensive plays that work every time. Much of it is reaction time and understanding what the offense is doing, in addition to selectively taking away their best weapons. Also analyze your own team. You don't want to play a 3-4 if your linebackers are horrible or man-to-man coverage if your DBs are slow. Obviously, there are many



defensive plays that work better in certain situations, and here is a list of those. In Madden, blitzing isn't recommended, except against the computer, which is very slow to throw the ball away under pressure. If you do want to blitz, take a player and do it yourself instead of using a slower

computer blitz. Another good way to get additional pressure is to quickly take your defensive ends and move them further outside of the offensive line. This is great against long yardage downs, as it makes you weak to the inside run but does work well against bootlegs and tosses.

3-4/Wide Zone

One of the best defenses for stopping passes caught in the "flat" by pesky running backs. It leaves the middle of the field open to passes to the light ends, however.



Goal Line/80 Zone

Use this to keep a safety net against deep passes when you want to stop the run but don't want to bet the farm. At the same time it beats up your defensive front. Not a bad defense inside the 10-yard line.



4-3/46 Cover

A deceptive defense that puts a lot of players on the line but then drops them all into coverage. Great against short passes, but you can get hurt deep.



Nickel/Double Out



This is a great play to take away the opponent's wide receivers via double coverage. This is useful against a team whose only weapons are the wideouts. It also frees you to play "center field," guarding the middle of the field, or to play against the run.

4-3/Tuf Bronco

This is a particularly good play for pressuring the quarterback but also doesn't leave your pass defense naked. The line stunt on the left of the defensive line plays havoc with the offensive line but can leave that side susceptible to the run.



NFL '97

Sega already has published two stellar versions of World Series Baseball for the Saturn. Both wowed gamers with their graphics, statistical depth, and gameplay. Now Sega is bringing their sports knowledge to the gridiron with their first 32-Bit football game, NFL '97.

Facing stiff competition from the likes of Madden '97, Sega really sweated the details to make their title, in their opinion, the "winner of the video game Super Bowl."

Sega hits the 32-Bit gridiron!

NFL '97 features all 30 teams, logos and all of your favorite players. Gameplay is influenced by players' real-life statistics, which are tracked throughout your fictitious season.

The masterminds at Sega Sports managed to cram over 300 offensive and defensive plays into NFL '97, offering more than enough selection for the average player.

One of the many new

features Sega included in the game is the ability to control the speed with which your quarterback throws the ball. The new option allows players to throw a delicate lob to the corner of the endzone or a bullet straight to a couple of receivers. The choice is yours.

Opting to abandon some of the older conventions of many 16-Bit football titles, such as confusing passing windows, Sega

instead developed a blue arc to track prospective receivers. This may take a little getting used to, but once players fully understand it, it can be used to pinpoint receivers, even in heavy traffic.

Saturn owners who haven't invested in Sega's multiplayer adapter probably will want to do so to take full advantage of NFL '97. You and up to five of your friends can play the game simultaneously.



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Sega	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Football	90%



In NFL '97, a red and blue line mark the line of scrimmage and the first down line, respectively. This takes the guess work out of the game.

Take control of your passes



Sega included a new passing arc to give players pinpoint control. This, combined with the variable passing speed option, gives the player unprecedented control over passing. Think you have the touch to play against the best the NFL has to offer?



Sporting Game Reviews

Current Favorites:

Todd Mowatt

• NHL FaceOff '97 • Madden NFL '97

NBA LIVE 97 • PLAYSTATION • EA SPORTS

Todd Mowatt

This is quite an improvement graphically over last year's game and EA Sports gained some marks for that. But the fundamental problem with last year's game was not fixed, and that is a major disappointment to me. It is still difficult to distinguish possession of the ball when the players are bunched up under the basket. On the positive side, the frame rate has improved and some impressive rim hanging animations have been added equaling out any adverse effects that arise. This game is very solid.



This new version of NBA Live improves on the original a great deal. Although I can still be critical to distinguish possession of the ball when characters are grouped closely together, the introduction of polygon players makes for smoother, more fluid, more realistic gameplay. More animations make for even more realism, allowing you to watch players hang from the rim—even from an extreme close-up in the instant replay. With both Arcade and Simulation Modes, this is a great game that will excite NBA Live fans.

Joe Rybicki

NHL 97 • PLAYSTATION • EA SPORTS

Todd Mowatt

Shooting, scoring! This game bulges the twine in typical EA Sports fashion. There are plenty of things to like about this game. But the frame rate holds it back a touch as it could have been better. A little less of John Davidson saying the same things over and over in the full motion video displays and more attention paid to the speed of the game would've been a plus. Nonetheless, this game was worth the wait. Fighting is back and so are the one-timers. Drop passes have also been added. It's a solid title.



A great hockey title that builds on EA Sports' NHL Hockey franchise. The artificial intelligence of this game will give you a run for your money. The one-timers are back and are easy to pull off, and fighting has been included, but there are only 14 fights per game so per the NHL's strict rules. The player animations are crisp, and there are plenty of camera angles to choose from. This game looks great, plays great and is addictive. Hockey fans will really enjoy lacing up the skates with this incredible game.

Joe Rybicki

GRETZKY HOCKEY • NINTENDO64 • WILLIAMS

Todd Mowatt

As a one-player game, it is average. But hook it up and take it to the next level with up to five players, then you have some great Nintendo 64 gaming action. The test of a true hockey simulation is how well the game plays as a one-player game. The graphics are cartoony, and the puck is the size of a frisbee. You can't tell how you scored, and at times it seems as though you are flying away in front of the net. Compared to some of the other games that Wayne Gretzky has lent his name to, this game is heads above these efforts.



As one of the first sports titles out for the N64, Gretzky Hockey will probably take a lot more criticism than it deserves. It's an accurate part of the arcade game, with incredibly fluid polygon graphics and even a dynamic announcer—something that came as a surprise on a cartridge-based game. The game play itself could use a little work. I was expecting a Speed Burst button, but with the analog joystick, this proved unnecessary. It's a very fast game, and pretty intense, if not the most realistic of titles. It's a satisfying title for hockey fans.

Joe Rybicki

NHL POWERPLAY '97 • PLAYSTATION • VIRGIN INTERACTIVE

Todd Mowatt

This was the best of the first-generation hockey titles and Radical Entertainment did a very good job. But the lack of viewing angles inhibits this game from going toe-to-toe with the second-generation hockey titles that are coming out on the market now. That combined with the fact that this game didn't arrive out on the market until this summer didn't help its chances. The speed of the game also made the play too hard to follow. Still this game set the stage for the other gaming giant to follow and the second version should be that much better.



This is the latest and most intense hockey game I've seen yet. That doesn't mean it's the best, however. I didn't like the viewing angle, and the fact that I couldn't change the camera angle to something more acceptable was pretty frustrating. The hyperactive speed of this game caused me to be a little less accurate than I would have liked. Still, it was one of the most exciting sports games I've seen in a while. Unfortunately, excitement isn't everything, and this game was missing some essential options. Don't buy before you spend the money.

Joe Rybicki

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NBA Entertainment, Inc.

Sporting Game Reviews

Current Favorites:

Joe Rybicki

• Jet Moto • Destruction Derby 2

F1 RACING • PLAYSTATION • PSYGNOSIS

Todd Mowatt

If you have a Ph.D. in motor racing, then this game is for you. F1 fans will enjoy the many features of this game. But in my opinion, this game is too complicated for the average racing fan. The cars jerked around the corners, and the fluidity of the animations were not that realistic in terms of the way a real race car would handle. Give me Ridge Racer Revolution, WipeOut or Destruction Derby. I'd rather sit in the pits or in the stands and watch the race than take a few laps around the track with this game.



Although Psygnosis has put out two of my favorite racing games of all time, F1 just isn't my cup of tea. For fans of F1 racing, this game will certainly be satisfactory. But if you're looking for the kind of excitement found in WipeOut or Destruction Derby, you'll want to look elsewhere. It seemed more necessary to jerk the car around rather than bank and turn like other racing games, which, I imagine, is how the real cars would be. This is one for fans of F1 and Indy Cars, not those from the Ridge Racer crowd.

Joe Rybicki

DESTRUCTION DERBY 2 • PLAYSTATION • PSYGNOSIS

Todd Mowatt

Destruction Derby 2 is better than its predecessor in virtually every way! The tracks are wider allowing for greater maneuverability. The crash animations are more spectacular than ever as the cars now pin-wheel, flip and tumble, throwing up dust and debris as they roll. DD2 has more of an arcade look and feel and is not a strategic racing simulation. But who wants that anyway? One minor quirk is that you can get forced into the pits when you don't intend to go there, forcing you to drop back in the racing field four or five spots.



This game is amazing. Better in every way than the first game, DD2 is a thrill-a-minute joyride through some of the most treacherous tracks in video racing. With things like roll bumps and death pits, this is one for any racing fan. Although the controls can be a little rough, this makes for a more interesting ride. Expect to spin out a lot. The Destruction Derby Arena Mode has been jacked up, with four different arenas and even a mode where every other car comes after YOU! Otherwise, it's a lap-racing game that everyone will enjoy.

Joe Rybicki

MLB PENNANT RACE • PLAYSTATION • SONY

Todd Mowatt

Finally this game has surfaced onto the gaming scene, and it is a solid baseball title. You can hit triples, you can hit balls to the gap, but the game was held up in production for too long. The batting interface is solid, and the frame rate is okay. As a baseball fan who are interested in stats, this game is loaded with them. I played out game five of the NLCS and the Braves won 17-4, close enough. The AI of this game is incredible. Sony Interactive Studios has hit a home run deep to centerfield. This game is a lot of fun to play.



Although this game is loaded with options, the actual gameplay felt a bit to be desired. It's clear that Sony did their homework as far as stats are concerned, but they appear to have neglected things like the relative speed of the player. (For example, I've seen Kenny Lofton turn a hit to the wall into an easy triple, but this game had him struggling to get to second.) Understand that developers have to make compromises, but I would have liked a bit more realism and a few less stats. It's a solid title, but I've seen better. Definitely check it out, but rent it first.

Joe Rybicki

NHL FACEOFF '97 • PLAYSTATION • SONY

Todd Mowatt

OUTSTANDING!! Finally a 32-bit hockey title that finishes as well as it starts. This game has lightning, hip checks and an innovative iron-passing interface that will revolutionize the way hockey games are made. This is not the best-looking game I have ever played, but it's a great-playing game that has all of the stats and features that die-hard hockey fans will love. This game is so realistic you might get your teeth knocked out with a flying combulator or a flying fist during a close game with a friend. Note: Ice pack not included!



This is my favorite video hockey game yet. The Iron Interface is an idea that other designers will wish they had thought of first. The ability to fight—complete with special moves—adds a degree of humor to the game. It's quite simple to pick up, but difficult to master, qualities of some of the best games of all time. With completely adjustable camera angles and loads of options, FaceOff manages to cover every aspect of the game. Hockey fans, check this one out before spending money anywhere else. You won't be disappointed.

Joe Rybicki

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Letter of the MONTH

MARKETING STRATEGIES FOR THE NINTENDO 64

Dear *EGM*,

It is quite apparent just what an active and important role marketing plays in the video game industry. I am a second-year marketing student at New Mexico State University. Though my education is still in its infancy, I have to wonder what Nintendo is thinking in regard to its strategy in marketing the N64. Nintendo seems to be confident in its decision to try to capture the interest of elementary school gamers in the hopes that they'll convince their parents to buy them the system. There are several problems with this market assessment, though, and I'm surprised that Nintendo can't see them. First of all, this strategy will most likely count out those children whose parents have already purchased a PlayStation or a Saturn. Parents are less likely to buy another \$200 system after they've already bought one. Personally, I already own a PlayStation, Saturn, 3DO and Super NES and plan to buy the N64. It makes more sense to me to target the audience—people like myself—who are more likely to buy and own multiple systems. Another major problem is that Nintendo is running the risk of alienating gamers ages 15+. Older gamers probably won't buy a system made exclusively for kids. By targeting older gamers, as Sega and Sony have done, they also target younger ones because the younger audience's perception of "coolness" often depends on what the older, teenage audience thinks is cool. Hopefully, Nintendo will either change its marketing strategy or at least not limit its software lineup to kiddie games. If they don't, they may alienate people like me who spend a lot of money on and take their gaming seriously.

William Brady
wbrady@nmsu.edu

You make some great points. Right now, Nintendo is content in keeping their target audience children from 8 to 14 years of age (but don't forget, the parents of those children are the true target audience). Both the Nintendo Entertainment System and Super Nintendo have been geared toward the younger crowd, and both have been very successful. So the company has no qualms about keeping their specialty in that younger audience and leaving the smaller, older audience for Sony and Sega. Despite the marketing toward kids, plenty of games geared toward an older crowd are coming out for the "fun machine." *Mortal Kombat Trilogy* and *Turok: Dinosaur Hunter* are just two examples of excessively bloody games that were definitely not made with young kids in mind (except that they should stay away from them). In fact, the back of the Nintendo 64 box even showcases *Killer Instinct Gold*, another violent game. By the way, you shouldn't feel alienated by any advertising campaign. If you consider yourself a mature gamer, then you are probably mature enough to decide on your own whether a machine is cool enough to buy or not. A lot of *EGM* editors bought the "kiddie" Nintendo 64. But then again, about their maturity...



Congratulations Mr. Brady! You won an *Excitement Deal* Turbo Joytirk. Without your address, however, we can't send it to you. Send your mailing address to *EGM*. Ask Don How if you want your prize!

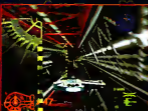
IT'S WORTH THE EXTRA DOUGH...

Dear EGM,

I'm getting tired of all the crud being thrown at Nintendo because they decided to make the N64 a cartridge-based system. They're a billion-dollar company. I'm sure they know what they're doing. When have they ever let us down (other than releasing the Virtual Boy)? Just by playing Super Mario 64 you should realize that Nintendo is serious about this system, so why doubt them? And who cares if you have to pay \$10 or \$20 more than an average PlayStation or Saturn game? If the game is good, then pay the measly fee.

Ryan Thurman
Branson, MO

It's a much bigger issue than just the price of cartridge games. As we discussed in last month's *Interface*, the cartridge format presents a problem for the people who make the games. It costs them more and takes them longer to make. And because of that, those developers run high risks making games for the Nintendo 64. Of course it's worth paying a little bit extra for a really, really good game, but what about average games? You can bet you'll see some \$60-70 mediocre games for the N64. How does everyone else feel about the cartridge vs. CD issue?



Star Wars: *Shadows of the Empire* is a great N64 game, no doubt. But how much cash are you willing to fork over for it? This next letter talks about this same subject.

...IT'S NOT WORTH THE EXTRA DOUGH

Dear EGM,

I am a college student who owns a Sony PlayStation, and I have started to smile a little bit when the Now Loading Screen appears on a game. I say this because PlayStation and

Saturn CD games have virtually the same graphics and gameplay as Nintendo 64 games, but at a lower price. If I can save \$20 on a CD game over an N64 cartridge game, then I don't really mind having to wait in between stages or rounds. It's a lot of money if you can save \$20 on every game. I believe that I am not alone in this opinion and urge every other CD game owner to smile and pat your wallet when the Now Loading Screen comes on!

Adam
via e-mail

Cute letter, Adam. You've probably stirred up something with your comment on CD vs. N64 graphics and gameplay (we can't wait for the responses to what you just stated). On load times: After you start playing a few N64 games, those PlayStation and Saturn load times will seem that much longer. Boy, we're always playing the devil's advocate, aren't we?

IMPATIENCE

Dear EGM,

If you own a PlayStation, and you're into RPGs, then don't make any plans next summer! That's when Final Fantasy VII is coming to the PlayStation, though Square plans to release the game in Japan in December. In December? Wait just one second. I'm feeling a little left out here. Maybe Japan getting games several months before we do is nothing new, but you must excuse me if I don't understand why. The people of Japan will be playing this game at Christmas, surely a good time for Square to release the game here. What's going on?

Shaun Whaley
Fresno, CA

Hey, be thankful that they are bringing FF7 out in the States at all! We've missed a few Final Fantasy games over the years (FF1 is only our fourth Final Fantasy). As we've explained in past issues, converting a Japanese game for a U.S. audience takes a lot of work, especially for a role-playing game, which usually contains a lot of text. Square will have to translate not only the text, but the context of the game as well (some of the Japanese dialogue may not make sense to a non-Japanese person due to cultural differences).

ARE NIGHTS AND CRASH REALLY 3-D?

Dear EGM,

I was just wondering about Sega's and Sony's commercials. Both the *NIGHTS* and the *Crash Bandicoot* commercials are lying, aren't they? Both commercials claim that the games are real 3-D, yet both games are played on a linear path.

Dave Reid
wt299@freenet.victoria.bc.ca

Well, it's a tricky subject. *NIGHTS* is a two-part game. The first part (the flying scenes) is 2-D play in a 3-D world. The second part (if you've run out of time and are walking around) is completely 3-D; you can walk and jump anywhere you want. *Crash*, on the other hand, is a full 3-D game. You can move in three dimensions and the backgrounds are 3-D. As you pointed out, the game is linear, but just because you cannot move with complete freedom (like in *Super Mario 64* or *Tomb Raider*) doesn't mean that the game can't be 3-D. It all depends on how you interpret 3-D. Does anyone else agree?



Above: *NIGHTS* (Sega Saturn) is composed primarily of two-dimensional gameplay in a big three-dimensional world. Only part of the game consists of true, completely open, 3-D.

Below: *Crash Bandicoot* (Sony PlayStation) is a 3-D game, but does not offer whole-open worlds to walk around freely in.



INTERPAGE

GOOD IDEA

Dear EGM,
Why don't you guys at EGM come out with a pocket-sized book with all the games you have ever rated in the past? That way a curious person can use it as a reference. You can call it the EGM's Gamer's Guide.

Richard Lam
richard.lam@galaxy999.com

What a good idea! You should see in the stores now our *1997 EGM Buyer's Guide*. It's not pocket-sized, but it has all of our reviews in there from past years. It also has plenty of game coverage, reviews of all the systems, awards and much more. To everyone else: This may sound like a cheap self-plug (which it is), but hey, it's Mr. Lam's letter!



Sushi-X says: Look for the way-cool 1997 EGM Buyer's Guide, in stores now!

TOO MUCH SONY AND NOT ENOUGH N64?

Dear EGM,
Give us more Nintendo 64 coverage! All you talk about is PlayStation this and PlayStation that. I'm not saying your magazine is biased, but give me

a break. The potential for the N64 is beyond anything the PlayStation or Saturn can give you, and it can only get better. Quit kissing PlayStation's [you know what]. I want to look forward to your magazine because it's honest and fresh.

Brian Kaplan
Des Plaines, IL

How much coverage can you give to a system that only had two games at launch? If we gave it more coverage, then people would think that we are biased toward Nintendo. We are not kissing anyone's behind. We try to cover everything fairly. You must also realize that more games are coming out this season for the PlayStation than for the N64. Therefore, logic dictates that you'll see more coverage on PlayStation games than you will N64 games. Of course, when more N64 games are created, you'll see more N64 coverage. Makes sense when you think about it, doesn't it? If anyone else feels we are not covering the N64 enough, please let us know.

RACY ISSUES

Dear EGM,
Have you ever realized that all games are male-dominated? I know this may sound stupid, but there are such things as females on this planet we call Earth! It wouldn't hurt to put a few more women in the games instead of giving them the role of the damsel in distress. For example, the upcoming game Tomb Raider for the PS/Saturn looks great. Not just because there is a half-naked woman with deadly weapons in her possession, but because it is a break from having this macho graseeball of a guy with too many muscles blowing everything up. Think about it.

Rodney Spence
PRodrig588@aol.com

Agreed, but is Tomb Raider's perfectly figured, skimpily dressed Lara Croft really helping matters? Her character

seems to cater to horny males, as she is very easy on the eyes. Although much better than being the "damsel in distress," her sexy role falls short in helping women gain equal standing with men. This is reflective of the shortcomings of society in general. The hard truth of the matter is: Sexy women sell. And as long as marketing experts do their jobs, we'll continue to see plenty of them. In order for more equality to happen (and it won't until a lot more women play video games), game companies will have to create more "average" females—mainly ones that don't put Playboy models to shame. This way makes can look upon women as actual characters and not pieces of meat.



Quiz: what two things do each of these women have in common? When you realize the answer, it's not hard to figure out that the video game industry is a male-dominated one. By the way, PilotWings 64's Robin is actually "Hooter" in the Japanese cartridge. Now if that's not an indicator...

TOP 5 Best Sequels



DONKEY KONG COUNTRY 3 SWEEPSTAKES Rules

1. No Purchase Necessary. To enter, mail the entry form or a standard sized postcard containing your name, address, and phone number (please print) to: Donkey Kong Country 3 Sweepstakes, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

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INTERFAGE

UNAUTHORIZED

Dear EGM,

Issue #87 rocked! There were 185 jam-packed pages of *EGM* Your Super Mario 64 Strategy Guide was also very informative, but back in issue 79, John Stevens brought up the subject, "What is an unauthorized hint book?" Is your Super Mario 64 Strategy Guide an unauthorized hint book? Also, in your Tricks of the Trade section, when are you going to make the N64 an allowable system so that the winner of the "trick of the month" may choose a game for the N64?

Matt Warner
Montezuma Creek, UT

The strategy guide is unauthorized, and starting this month N64 games can be won.

LOTS O' QUESTIONS

Dear EGM,

Hi! As a reader of your fine publication for the past couple of years, I was wondering: Are there hobbies besides playing video games that the editors enjoy? Also, do you believe that the PlayStation will lower further in price? Do you believe that the Nintendo 64 can do well competitively in the market after numerous delays? Now I will tell you why I enjoy your magazine—because you obviously enjoy feedback from your readers. I also like *EGM* because usually you will find out events quickly, you are humorous and your reviews are usually quite precise. Anyway, I thank you for your time and hope you continue to publish this fine magazine.

Edistheman@aol.com

Well, thank you for your numerous compliments! Let's tackle your questions one at a time.

1.) Yes, of course! For example, one day, Shawn and Dan went to *Galaxy World* (a local arcade) after work to play the original *Tron* and *X-Men Vs. Street Fighter*. Once, Crispin and Dan

played *Street Fighter Alpha*, *Bust-A-Move 2* and *Tetris Attack* all night long. Some of these guys even stay after work to play some of their favorite games (usually *Tekken 2* or *Tetris Attack*). The Review Crew guys all have very healthy variety in their lives. Well, except for Sushi-X. We're not sure what he does in his spare time, though we suspect he's usually polishing up his various martial arts weapons like some psycho.

2.) Yes. As of this writing, rumors are spreading of a PlayStation drop in price. It may be down to \$179 or possibly as low as \$149.



Will we see a \$149 PlayStation? If yes, will the Sega Saturn and Nintendo 64 follow suit? We'll have to walk and see.

3.) Maybe. Initial indications show that sales are very healthy, but they usually are for new systems (except during the secretive Saturn launch). Right now, the hardcore gaming crowd is picking up the N64s. We have yet to see if the machine will become a mainstream hit. We think it will do well—despite having delays and issues with format problems, Nintendo is a very aggressive company whose strong consumer name recognition won't hurt.

4.) We do like to get feedback from everyone, good or bad (we can't be perfect, you know). If you like what you see, like this terrific Letters section (hint, hint), then let us know! If

you see some things that need changing, let us know too. You, as readers, are very important to us, so any feedback is greatly appreciated. Nice e-mail address, by the way. Our editor in chief is flattered.

IS THE NINTENDO 64 NOT SO HOT?

Dear EGM,

I thank you guys for not over-worshipping the Nintendo 64. I don't think that it is as great as people make it out to be. One of the main problems is the price of the complete system. (The base unit may be under \$200, but the addition of the bulky drive is an additional \$200—so much for the "64-Bit system that costs under \$250.") Another problem is with the cartridge format. So what if the game is lacking in [graphical] detail; the CO-ROM will definitely give the game more depth. One of the producers for Electronic Arts told me that *Madden 97* for the N64 will be good, but because of ROM limitations, the game will not have as much depth as the Saturn and PlayStation versions. My suggestion for the consumer? Wait at least one year. By then, there will be more than the initial two games, and the price will drop. I'm not saying that the N64 will be a bad system, but the price and availability of games are areas where the PlayStation is now winning in.

Chris Humeniuk
humenich@miax1.acs.muohio.edu

A lot of people at *EGM* agree with you (and a lot don't), except for the part about waiting a year to buy the Nintendo 64. None of us are willing to wait an entire year to buy Super Mario 64! Speaking of which...

TOUCH ON REVIEWS

Dear EGM,

I think your magazine's review on Super Mario 64 was totally wrong. This game should have received

TOP 5 Worst Sequels

Strider Returns
Genesis 5



Iron Angel: The Return
3DO 4



Shadow of the Beast 2
Genesis/Sega CD 3



Batman Forever
SNES/Genesis 2



Rise 2
PS/Saturn 1



perfect 10s...no question about it. Sure, the camera angles can screw up sometimes, but hey, you've given 10s to 16-Bit games! I mean, come on!

Andrew Batchis
Nitro@icf.net

The 9.5s that Super Mario 64 received indicated, according to the Review Crew scale, that it was "Virtually flawless," which, believe it or not, is a fantastic review. The reviewers gave their honest opinions. They did not feel that the game was absolute "Perfection." Besides, games are rated according to their own system. So 16-Bit games that received 10s are not necessarily better than 64-Bit games that receive 9s (it's all relative to the respective systems). By the way, Shawn, Crispin and Dan have yet to give a game a 10, and Sushi-X rarely gives out 10s. Apparently, these guys are very critical of video games and are not willing to give rave reviews to every hyped-up game. That's bad news for the game companies and good news for you readers.

X X X RATED

Dear EGM,

I heard that the Nintendo 64 would be getting a few games with porn in them. If my mom found out they were going to do that, she would never let me have a Nintendo 64. Please tell me that they are not.

Andrew Titus
Scarborough, Ontario

Sorry, we can't tell you that. Nintendo has an age-old habit of putting too much gratuitous sex and violence in their video games. Frankly, we wish they would stop (we are kidding, by the way).

HELP WITH DAD

Dear EGM,

My name is Lee. I'm a 12-year-old boy with no money to get an N64. My dad says that it is a waste of money. He says that the Nintendo 64 will be garbage when a better system comes out. Tell me something to say or to convince him otherwise! Please!

Lee Nguyen
via e-mail

Why don't you tell him about all the great pornography you can get for the sleazy machine?

MORE RACY ISSUES

Dear EGM,

In your issue with the Killer Instinct 2 preview, you mentioned that Drchid was an African-American character. According to my research, I found that this was untrue. The next time you print something like that, GET YOUR FACTS STRAIGHT! It's one thing that many African-American characters are overly stereotyped, like big dopey boxers (hear that Capcom?), but some ethnic groups, such as Hispanics and black women, are not represented at all.

Leon F. Willborn
Farmington, MI

It's unfortunate that certain sexes and/or races are not given fair representation. Like we said, video games are only mirroring real-life society. (How many U.S. lead TV or movie actresses are black or Hispanic?) Hopefully that will change over time. And on Drchid: We checked in with Rare (the developers of the KI series) and they told us that Drchid is actually mulatto. We suppose that means we are only half wrong.



You think African Americans are under represented? What about mulattos like Drchid?

PRICE DROP STINKS

Dear EGM,

Do you know what stinks? The reduced price of the PlayStation. It's good for the people who couldn't afford it at the \$300 price tag, but what about the people who got cheated out of \$100? I would have rather waited the few months and lasted with just my Super Nintendo and Genesis to save that \$100.

Tim Ellis, Jr.
via e-mail

To be honest with you, that's your own fault. If you want to buy anything when it first comes out, regardless if

it's a game system, a TV, a VCR, etc., you are going to pay more than if you wait a while. Of course the PlayStation will get cheaper over time, as will any other system. Your tradeoff is that you've gotten to play with your PlayStation much longer than the people who do wait for a price drop.

PAIN IN THE EYE

Dear EGM,

I have been playing games for many years but have never experienced a problem like this: painful eyestrain. I mean pain so strong, I have to lay down with a cold, damp cloth over my eyes. It happens mainly with recent titles like Doom and Decent. Could you tell me what's causing this. (I'm not sitting too close to the TV.)

Edwin Nelson
Chicago, IL

Stop playing Doom and Decent! And when Final Doom and Decent 2 get released, we recommend staying away from those too. It sounds like your eyes have trouble with first-person perspective games. Many people experience vertigo (and even nausea) from playing Doom. The stress of watching fast, realistic movements may be hurting your eyes instead. Avoid Doom clones, take a couple of aspirins and call us in the morning.

TOP 10 SEQUELS WE'D LIKE TO SEE

- 10 Worms 2
- 9 NIGHTS 2
- 8 Tekken 3
- 7 Castlevania 64
- 6 Herzog Zwei 2
- 5 Guardian Heroes 2
- 4 Gunstar Heroes 2
- 3 Metroid 64
- 2 Super Mario 64 II
- 1 Tetris Attack 2

FACE

EGM LETTER ART

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Kervin Negron
Providence, RI



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Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

December 1997

EGM kicks off major coverage of three major genres starting with the latest trend of games: adventure. From *Disruptor* and *PowerSlave* to *King's Field II* and *Tomb Raider*, we have all the tricks, strategy and maps to get you through the tough parts.

Adventure isn't the only focus getting a lot of attention.



Driving games are really screaming; we'll show you when and how to take those turns.

as EGM redlines with a ton of driving action where the race heats up between *Cruis'n The World*, *WipeOut XL* and *Motor Toon*. Check out the tactics and maps so you'll know when to slow down and when to pick up the pace.

Finally, we've covered the fighting genre with a quick moves update for fast and easy access. As a year-end treat, we've put our trick guru to the test with a synopsis of the year's best tricks. So no matter what game you're still playing or may get this holiday season, we've got you covered.

FEATURE STORY



A newer genre, adventuring, has really gained some ground, and EGM is going to dive in full force. With tons of maps and strategy, we'll show you how to get past the difficult segments to conquer the game.



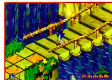
If you just got a new game for the holiday season, you'll want to check out this latest issue with a tricks wrap-up of the best tricks of the year! You'll find tricks and codes for just about any game you might be getting.

ELECTRONIC GAMING MONTHLY

January 1997

The EGM editors are in the air flying to Japan to gather the latest game info from the new Tokyo E³ trade show. In addition, we should have the most up-to-date pictures (including a hands-on test of *Resident Evil 2*) of the new discs being debuted at the Tokyo PlayStation Show. As usual, you'll find this exclusive information and news only in EGM and months before everybody else.

Our Review Crew is already tearing into *Sonic 3D*. Next issue they'll tell you if it lives up to its reputation. Also watch for a special blowout Review



Don't buy a game until you see our Review Crew's scores for all the hot new holiday titles.

Crew section where they rate all the top holiday games.

Finally, watch for an N64 article that is so top secret that we can't tell you (or the competition who is also reading this) what it is about! Don't miss the January issue!



FEATURE STORY

The EGM editors will be back on the road covering the Tokyo E³ Show and the Japan PlayStation Show. Watch for the latest update on *Resident Evil 2* and more!



The EGM editors have discovered some very important info about Nintendo's hot new N64.

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JAPANESE IMPORTS

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